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# unplugged

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→ THE CONTINUING SAGA OF

# SEGA

:: **Also in This Issue**
:: How to Break into the Industry as an Artist
:: Big-Screen Hotties :: IGN Intern Adventures
:: GBA First-Person Shooters :: Klonoa 2 Puzzle Guide

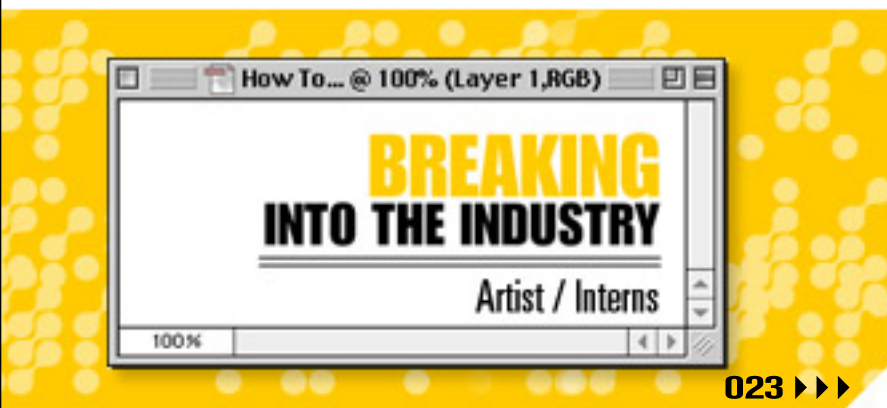CAR MP3 CD PLAYERS

Snowball™

## Letter from the Editor ::

Summertime is traditionally a slow time for the videogames industry, and it's especially sluggish now as we're simultaneously waiting for the birth of two new systems -- Microsoft's Xbox and Nintendo's GameCube -- and witnessing the impending doom of three others -- the N64, the original PlayStation, and our precious Dreamcast. We still love you, Dreamcast!

Fortunately though, SEGA is far from dead, and will soon be focusing exclusively on software development for other platforms, an area where we think they have a good chance of being incredibly successful.

And even though it's the summer, we also haven't slowed down at all, as the August issue of Unplugged is one of the biggest yet, weighing in at a hefty 99 pages. Now that's a spicy meatball!

Enjoy this month's issue, and watch out for any errant Amazonian pee-fish.

*-- Tal Blevins*

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# :: EMAIL OF THE MONTH

**Hi, How are you?**
**I send you this file in order to have your advice.**
**See you later. Thanks**

*- Kari Weisbeck, Billy Arndt, Steven Sacks, Dr. Dorothy Blake, ka9966,*
*Bill Bowers Tire & Auto Center...*

## GameCube ::
### GameCube - DVD
Will the GameCube/DVD version come with a remote control, or will it rely on the game controller to navigate through the DVD? **-tstephen**

*Fran responds: This hasn't been detailed as of yet, but what you should note is that the GameCube/DVD player is meant to be a full-fledged DVD player. It has a digital display on top of the unit, a mechanical tray, and all the other goodies. If I had to guess, I'd say with 99% certainty that it will have a remote.*

### Raven Blade Rage
I do not know about others but I for one am far pissed at the cancellation of Raven Blade. I was looking forward to an RPG from Retro more than Metroid. Now don't get me wrong, Metroid is an awesome game series, but the big lack of RPGs on N64 has left a bad taste in my mouth and now they are canceling what was looking to be a good title for the GCN. There is a huge support of RPG's on PS and PS2 and I for one, as an RPG fan that fell in love with the Dragon Warriors on the NES and Final Fantasy on the SNES, am thinking of jumping ship due to the sudden lack of such quality titles on Nintendo's current systems. I hear that Nintendo had a part in this cancellation and I for one am going to write them a letter of complaint and urge everyone else to do the same. **- Benjamin Sullivan**

*Fran responds: I can sympathize with you. I'm a huge RPG fan as well, and it pains me to see GameCube only left with two RPGs right now. One being Phantasy Star Online Ver. 2 and the other being an as of yet untitled RPG by Camelot, makers of Shining Force and Mario Tennis.*

## PS2 ::
### Dragonball Z sucks
I know these letters defending DBZ must be getting old but I really enjoy the series (though I will admit they often drag out all events just so they will not have to come up with new ideas as often) I waz ondering though, say if the new DBZ game waz really really good like the gameplay, the sound, the lasting appeal everything waz all great would u hate it just because it waz DBZ???? huh would ja huh????? be honest ARE U THAT STUBBORN???... srry lost my temper. plz post this - Cory from Canada, eh?

*Dave responds: If a Dragonball Z game is good will I like it? Well, that's just not a question that I can answer because it's like asking, "If Jessica Alba came and knocked on your door at 3am in the morning and was completely naked and begging for sex, would you say 'yes'?" It's NOT going to happen, so why even justify it with an answer?*

### Oprah vs. Alba
Who do you think is hotter, Oprah or Jessica Alba? **- anonymous**

*Dave responds: Is this some kind of trick question? Well, I'm guessing Oprah is hotter. I'm not completely sure about this but given that Oprah is a fatty like me, she probably gets hot really easy and needs air conditioning much more than Alba. She probably smells worse, too.*

## FilmForce ::
### 5-25-77? I Prefer 36-24-36!
Have you heard anything yet about a film called "5-25-77" (which is the date that "Star Wars" opened)? I heard Carrie Fisher is in it. I'd love to hear any additional information you could provide! Thanks so much! **- Carol**

*Linder responds: Carol, 5-25-77 is a coming of age comedy-drama from Patrick Read Johnson (Spaced Invaders, Angus). It's basically the story of Patrick's life as a young man in suburban Illinois. In the film, Pat's quest to see Star Wars on its opening day serves as a metaphor for his desire to break free from small-town life and make movies in Hollywood. It's sort of like Rudy or October Sky for the sci-fi fanatic. Carrie Fisher will play Pat's mother in the film. Once it goes into production, we'll be covering the film extensively on IGN FilmForce.*

### Neuralyzer Explains it All
Just wondering if you could clear up exactly how Tommy Lee Jones' character comes back in Men In Black 2. How do they plan on explaining his return for the sequel? **- Tony**

**Linder responds:** *Here's what we know about Agent K's return -- when Earth is threatened by the evil alien villainess Serleena (Lara Flynn Boyle), Agent K's knowledge and experience is the only hope for the MIB. Agent J uses a highly-experimental "de-neuralyzer" to restore Agent K's memory.*

## PC ::
### The Future of Fantasy
Hey, I am a huge FF fan. i ve played all the games except for 9. Ive been waiting for it to come to the PC seeing as how i dont have a playstaion. I havent seen anything indicating that it will come to the PC. i was wondering if it was. Let me know. **- Boobie (Rob)**
*P.S. thats my nickname, even my mom calls me that*

**Dan responds:** *Well Boobie, unfortunately for you and all of the FF fans out there, the prospects of seeing FFIX actually ported to the PC aren't really all that great. Square is officially saying that they have "no plans" to undertake that project. Right now, they're focusing on what they are going to do with FFXI, which is a massively multiplayer title. They've already stated in interviews that they are planning to bring this one to PC as well as the Internet ready consoles. So at least you'll have that to look forward to even if you can't get your hands on the other ones.*

### Xpecting X-COM
I've been waiting for X-COM: Alliance to come out. How much longer am i gonna have to wait??? **- BigRed**

*Dan responds: A long, long time. Unfortunately the project has been put on hold and is being "reevaluated." This pretty much means that this one is going to be stuck in the grinder for quite a while longer, if not forever. You may remember that the project was put on hold a while back when the lead programmer for the team left the*

project. He was the one that was primarily in charge of the AI being inserted into the game, which was one of the big selling points at the time. We're pretty sad about this one as we were always impressed with the bits that we got to see. Too bad...

## Xbox ::
### Small Hands, Big Heart
I work with a video game company and use the American Xbox control daily. While PlayStation controls feel too small for me, the Xbox controller is like a rock. Totally non-ergonomic, it causes my hands to ache after about ten minutes. There has to be some middle ground. I'll buy the 'Box, but please let me trade in the controller for a Japanese one!
**- Turbo Billy**

**Vincent Responds:** *I agree with you, Billy. While some of us love the American Xbox controller, it would be nice to have the option of using the smaller Japanese version in the states as well, without having to pay for the import fees. Who knows? Maybe Microsoft will see the demand and release both as "large" and "small" sizes. Maybe? Microsoft? Hello? Bueller?*

### There's Always Room for Jello
I am still very confused about this downloading game process. How do you download new things to a game? And why would you download something for a game? Isn't the game already finished when it is released, so why download a part for the game? Thanks. **- Jeff**

**Vincent Responds:** *You're confusing downloading new features with patching, which is something Microsoft definitely is not doing when it comes to the Xbox. There's always room for a little more, Jeff. After you've finished the game, wouldn't it be cool to download a new character for the game six months later, or a new level for your racing game? That's what the downloading process*

is about -- everything from being able to post your high scores in tournaments to updating your weapons listing in an online game. It's going to change the way we play games, and believe me, you'll love it. Unless you don't like fun. Then there is no hope for you.

## DVD ::
### Yippe Konnichiwa, Motherslumper!
I've owned my Sony DVP-S7000 for as long as DVD's been available. This unit has worked great and been compatible with every DVD movie I own. Recently, I purchased the "Die Hard: 5 star series" DVD from 20th Century Fox. It contains 2 discs, first disc is the entire movie and the second disc is supplemental material. I placed disc 1 in my Sony player and the player did not recognize the disc as anything. I put in the second disc and it played fine. At first I just assumed that disc 1 was defective and I returned it to the store for a replacement. When I got the new replacement "Die Hard" I tried it again. The same problem happened, my Sony player did not recognize disc 1. This time I put disc 1 into my Sony Playstation 2 and it seemed to play fine. I want to know why this disc does not work in my high-end Sony DVP-S7000 player? Have you heard of other people having problems with this player? Are DVD's being authored differently that would make first generation players obsolete? Is there a way I can modify this player to play these newer discs? Please let me know. Thanks! PS: Love the screengrab captions! **- TheJulman**

**Steven responds:** *We called up Sony and they had the following to say: "Otaku no goshijun itadaimashita. Heisha no DVD player ni Bruce Willis to ano donuts wo tabete futocchona keisatsu san wo derutoki, jikohakai no tokuchou ga haiteiru node, gonen hodo atarashii no DVD wo kaenakerebanarimasen. Mata, heisha no DVD player de Pearl Harbor wo mireba, betsu no 'special service features' mo deteiru degozaimasu.* ▶

## unplugged :: mail call

*Mina sama wo tanoshimi ni kitai kudasai. Soshite imamade heisha wo goaiko, goshien tsuzuite onagaishimasu."*

*Not sure what that says, but I hope it helps.*

### Get To Work!
Look, guys....I've been a big fan of IGN for a looooooong time, particularly the DVD section as I am an avid collector....and I know that your site doesn't update until late in the evening....but when I see the rest of the site---(GC,PS2,DC,etc.....) updated and not the DVD section, I get upset....I've been waiting all day for an "Akira: Special Edition" review, and instead, I get the same DVD screens as yesterday....yea, I'm fickle, but take it as a compliment---I trust nobody's DVD reviews more than yours.....I'll leave it at that...the disc(s) came out today-----I expect a review.... still love ya, **- Sauce**

*Steven responds: Saucy, our DVD site is updated from Atlanta by a guy who gets even less sleep than me. He just got married, had a car wreck, and lost his childhood dog. He's having a rough time. I appreciate your devotion to IGN DVD and will try to make sure we get things up day and date of release. It's not always possible because it takes us nearly 6 hours to fully review a DVD. Since we have to buy some of our DVDs, it may take some time to get home and review it. Plus, there's the popcorn cooking time as well. Anyway, keep reading and let us know if there's a title you want reviewed. We've got a stack of requests but are slowly working through them. By the way, Akira rocks the frickin' house.*

### ForMen ::
#### Ridin' with the Devil
I read the Ridn' With the Devil and it was awesome. I kinda wish that I could be there talking to DE jr. Well have fun driving your beat up Jetta to work everyday and enjoy the coolest job in the world! **- Joey**

*Spence D responds: Ah, I just love the Internet and how a story can get posted and still be read by millions months later without the hassle of going to the library and wading through reams of microfiche. Anyway, thanks for the kudos Joey. (BTW, I only spoke to Dale, Jr. over the phone. I still have yet to meet him face-to-face).*

*As for my beat up Jetta? It's still kickin'. In fact I just got a flat repaired on it this morning and need to get off my slacker booty and take it in for a check-up. And yes, this is the coolest job in the world, right behind being a Playboy photographer.*

### Making the Grad-o
You wrote the review for the Sony MZ-R900. Have you tried one of the Grados with the unit? Is the result good or is the output just too weak? How does it compare to Intel Pocket Concert as far as power output? **- Ralph**

*Mike responds: Ralph brings up a good point about power and headphones. Many headphones are difficult to drive, meaning that it takes a lot of juice to get them going. This is fine for home use, but can be problematic with portables. Luckily, both the Grado SR60s and SR80s are somewhat easily driven. I have used them with the MZ-R900 and the results are fantastic. (However, the vicious output of the Pocket Concert, 11mW, makes the Grados really sing.) As a general rule, it's best to audition headphones if you are investing much money into them. Don't be scared to bring your portable CD player in to a store and test them out.*

You can email the editors at:
dvd_mail@ign.com (DVD)
brian@ign.com (FilmForce)
pc_mail@ign.com (PC)
ps2_mail@ign.com (PS2)
cube_mail@ign.com (GCN)
mike@ign.com (Gear)
xbox_mail@ign.com (Xbox)

### FlyCam Follies ::
**scratch or pick?** (see pic below)
*- travis007*



| | |
|---|---|
| **25%** | definitely a scratch, monkey would never pick! |
| **75%** | it's a pick! caught him red handed! |

I think it's both. Monkey doesn't have a lot of time to waste so he's multi tasking. He's scratching with one finger and picking with his thumb.
**- chamPiN17**

it's definitely a pick!
oh, wait... is that an image of me? nevermind -- definitely a scratch.
**- monkey7**

What? Your gonna make me choose? Umm, lets see... DIFFENITLY A PICK!!!
**- tyrok3k**

Def... definitely pick... definitely pick...
**- Ryan-IGN**

**For more fun and absurdity, check out the FlyCams and the Insider FlyCam Board.**

**Tell us what you think about Unplugged! Email us at unplugged@ign.com.**

insider
**NEWS**
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## Who's Your Daddy?

Who keeps you in "the know"? We do! IGN always provides you with the latest and greatest gaming and entertainment news. And be sure to bookmark the Insider exclusive "IGN Press Room" board for up to the minute news updates hot off the wire.

## PS2 :: Final Fantasy Invades Japan

Gran Turismo 3 A-spec undoubtedly had a successful launch in Japan, but its showing was surpassed on Thursday, July 19, 2001 by the launch of Square's first Final Fantasy game for PlayStation 2. Crazed fans waited in long lines in front of stores all across Japan for Final Fantasy X and most, if not all, of the 2.14 million units that Square shipped likely sold through in the very first day.

## Xbox / PS2 ::
### Take-Two Causes Payne on Xbox and PS2

It's official: Take-Two's Rockstar Games subsidiary will be bringing the PC hit Max Payne to PlayStation 2 and Xbox this Fall. The Xbox version of Max Payne is in development at the company's Vienna based Neo Software development studio, while the PlayStation 2 version is being developed at the company's Toronto based Rockstar Canada studio.

## PC :: Warcraft III Delayed

Blizzard spokesperson and long deceased actor/writer/ director Orson Welles dropped by the office to deliver some bad news. "Every year in July a little development studio down in Irvine harvests the freshest gaming concepts and lovingly prepares them according to an old family recipe," according to Welles. "As with Starcraft and Diablo II, quality is important. that's why we've decided to push back the release of the new game until 2002. Show me how you can release a quality game without an extensive quality assurance testing phase and I'll go down on you," said Welles.

In all seriousness, though, Warcraft III has been delayed until 2002. I know, I know... we're crying too.

## FilmForce ::
### An Unknown Is Cast as the Ultimate Baddie

*Lord of the Rings* fans have been wondering who will be given the role of Sauron, the malevolent menace who orchestrates an evil plan of domination and destruction in Middle-earth. The lucky actor was recently announced: Sala Baker. Who, you ask? Good question. It turns out he wasn't an actor at all, but a crew worker in the production's 2nd Unit who was spotted by the filmmakers as a good choice to play the superlative Bad Guy. Sauron himself will likely have very little direct screen time in the films; make-up and costuming will provide most of the character's image while on-screen.

## DVD :: Groening on DVD

*The Simpsons* is coming to DVD in September. At this year's Comic-Con, Matt Groening said that they have already recorded commentary tracks for the first two seasons, but they were running out of things to say. He also noted that the first disc will contain "an unseen excerpt from the very first episode of *The Simpsons*, which almost killed the show because it was so bad." Excellent.

Matt also surprised the audience when he said they were working toward a January release of a *Futurama* DVD for Season One and that they have already completed the commentary tracks and proclaimed them "hilarious."

## N64 :: Never Say Never Again

In the last issue of IGN Unplugged we told you that Nintendo 64's release list had dwindled down to one last title and that the N64 was passed on, no more, ceased to be, expired and gone to meet its maker, stiff, bereft of life, resting in peace, an ex-console. Turns out that you should never count on the obvious. Two companies have pulled surprise N64 titles out of their hats that prolong the N64's lifecycle by a month. In addition to developing a GameCube version of Madden NFL 2002, EA is also bringing one last Madden title to the Nintendo 64 in September. Not to be outdone by the double-console feat, BAM Entertainment has decided to publish its Powerpuff Girls title on both GameCube and Nintendo 64. Finally, rumors out of Nintendo of America suggest that the company may release the Treasure shooter Sin & Punishment in November as a special treat for N64 fans -- or those who can't afford to buy a new console.

## GameCube :: Raven Blade Slain, Retro Employees Axed

On July 20 Retro Studios and Nintendo officially ceased development (read: canned) of *Raven Blade*, an RPG which blended real-time battle elements and massive 3D worlds. "Retro, along with Nintendo, has decided its most effective approach as a videogame developer is to focus on Metroid and give it the attention the franchise deserves," Nintendo commented. "To do that, they refined staffing and are laying off 26 people, mainly the team that worked on Raven Blade. Raven Blade is now cancelled." Raven Blade was one of the only three announced RPGs for GameCube.

## Xbox :: Foot Funk

Microsoft has teamed with skate fashion foot favorite Vans as a title sponsor of the Vans Triple Crown Series sporting event. The championship features competition in a range of sports, including Skateboarding, Wakeboarding, Surfing, Snowboarding, BMX and freestyle Motocross. The Vans series is a perfect venue for Microsoft's world gaming domination plans, sine the footwear company has recently signed deals with NBC Sports and Fox Sports Net for Television rights to the event. With gaming companies battling for cool (okay, not so much Nintendo), this is a perfect way to get Xbox into the hearts and scabbed-knees of today's youth.

## GameCube :: DVD-movie Player Priced

The supplier of DVD drives for GameCube, Matsushita, has announced that its Panasonic DVD-movie player will retail for approximately 40,000 yen, or just under $325 US dollars. The player integrates all of the GameCube hardware into a unique, cube-shaped DVD player. No details on the player's functions have been announced, but it is expected to support progressive scan for HDTVs and an optical audio output, something the standard version of GameCube lacks. Matsushita will release the machine in Japan in early November. A US release is scheduled in between March 2002 and March 2003.

## GameCube :: Batmen?

Fans of DC's famous comic book hero need not fear about Batman's console future. Next to Kemco's Batman Dark Tomorrow from Kemco, future GameCube owners can now look forward to a conversion of Ubi Soft's Batman Vengeance as well.

Whereas Batman Dark Tomorrow is based on the comic, Batman Vengeance is takes its inspiration and look from the TV show, The New Adventures of Batman. Seen from the third-person perspective, Batman Vengeance follows the caped crusader through many large environments of Gotham City, from indoor rooms and corridors, peppered with platform-style jumping areas, to outdoor locales, such as building tops and sewers, to hostages to save and enemies to fight. Batman Vengeance is a single-player action-adventure game, and Ubi Soft's plans rest heavily on the game's Dark Knight sensibility that grew to enormity in the mid-'80s.

## Dreamcast :: Earthlink Replaces Seganet

As the Dreamcast descends its downward spiral, the question has been asked about Seganet service -- how will SEGA continue to support players who want to play online on their Dreamcast? SEGA has answered before that they will continue to support Dreamcast online players, but didn't specify exactly how. Now it has been revealed exactly how with Sega.com's agreement with ISP provider Earthlink. Starting immediately and with no interruption in service, all DC gamers will be able to enjoy Dreamcast online play as Earthlink will no become Sega.com's preferred Internet Service Provider.

## Xbox :: Army of Xbox

According to a recent quarterly projection from Microsoft, the company expects to sell 4.5 to 6 million units within the first fiscal year, as compared to Sony's 10 million unit PS2 project. Microsoft has announced 600,000 to 800,000 systems at launch with about 1 to 1.5 million sold through the holiday season. PS2's incredibly strong launch, as well as its confident control of the marketplace, have cause the PS2 to exceed expectations. Will Microsoft be able to deliver the numbers? With a half-billion marketing budget and games like DoA 3 for the first few months of launch, the ball is certainly in Microsoft's court.

## FilmForce :: Janssen Exits *MIB2*, Flynn Boyle Enters

*X-Men* star Famke Janssen, who signed on to *Men in Black 2* in April, was reportedly forced to drop out of the production due to an illness in her family. She had spent just one day in front of the cameras before having to depart.

Enter Lara Flynn Boyle. The star of *The Practice* has quickly stepped in to the role of the evil alien villainess Serleena. Boyle seems like a great choice; she's certainly capable of projecting that same "ice queen" vibe -- perfect for a she-alien bent on destroying Earth.

## Dreamcast :: Price Drop?

Although Dreamcast sales have been quite good in the past month, selling well over 80,000 units, there have been some strong rumors pointing to a Dreamcast price drop the past couple of weeks. Now, those rumors are gaining some weight. According to the Hollywood Reporter, several retailers have stated that there will be a Dreamcast price drop on August 14th. Dreamcast will be reduced to a price of $79.99, and SEGA will introduce new titles to their All-Star list, including NFL 2K1 and NBA 2K1, each for $19.99. Furthermore, retailers are stating the price will drop to $49.99 during the winter season.

## PlayStation 2 :: PS2 Gets a Hard Drive

The much-awaited hard disk drive for the PlayStation 2 finally made its debut in Japan on July 19, 2001. Though it was a fairly limited release, the initial 10,000-unit shipment of the 40-gig hard drive/Ethernet adapter sold out almost instantaneously, marking a successful start to Sony's online plans.

## AUGUST 2001

### We've Got Your Back

Pissed off because you didn't get to the store in time to grab the latest version of Fran's Dress Up with Barbie 3D Adventure? Fear not!  Just head over to the IGN GameStore and pick up a copy now!

## PC Games ::

| TITLE | GENRE | PUBLISHER | DATE |
|---|---|---|---|
| Atlantis: The Lost City | Adventure | DreamCatcher | 08/01 |
| Classics - NHL 2001 | Sports | Electronic Arts | 08/01 |
| Wizardry 8 | RPG | Sir Tech | 08/01 |
| Skate Park Tycoon | Simulation | Activision Value | 08/01 |
| Microsoft Laptop Games Pack | Family | Microsoft | 08/01 |
| Railroad Tycoon 2 Platinum | Simulation | Take 2 | 08/01 |
| Sega GT | Racing | Activision | 08/01 |
| Space Ace | Other | Digital Leisure | 08/01 |
| Stars! Supernova Genesis | Strategy | Take 2 | 08/01 |
| Tank Platoon! | Simulation | Hasbro Interactive | 08/01 |
| Amerzone | Adventure | Dreamcatcher | 08/02 |
| Private Pilot Training | Simulation | Abacus Software | 08/05 |
| Dragon Riders: Chronicles of Pern | Action | Ubi Soft | 08/07 |
| Dragon's Lair 2: Time Warp | Other | Digital Leisure | 08/09 |
| Jekyll and Hyde | Adventure | DreamCatcher | 08/10 |
| Elite Forces | Action | Infogrames | 08/14 |
| Sudden Strike Forever | Strategy | Strategy First | 08/14 |
| Steel Panthers World at War | Simulation | Mindscape | 08/15 |
| Duke Nukem Endangered Species | Action | Gathering of Developers | 08/15 |
| Battlecruiser Millennium | Strategy | 3000 AD | 08/15 |
| Conquest: Frontier Wars | Strategy | Ubi Soft | 08/16 |
| Ski-Doo: X-Team Racing | Racing | Simon & Schuster | 08/20 |
| Rune Gold | Action | Gathering of Developers | 08/20 |
| Shattered Galaxy | Strategy/RPG | Tri Synergy | 08/20 |
| Dragon's Lair | Action | Digital Leisure | 08/20 |
| Peacemakers | Action | Ubi Soft | 08/20 |
| Real War | Strategy | Simon & Schuster | 08/20 |
| Madden 2002 | Sports | Electronic Arts | 08/21 |
| Independence War 2: Edge of Chaos | Simulation | Infogrames | 08/21 |
| Arcanum | RPG | Sierra | 08/21 |
| Age of Empires 2 Gold | Strategy | Microsoft | 08/23 |
| Deer Hunter 5: Tracking Trophies | Hunting | Wizard Works | 08/25 |
| Cabela's Deer Hunt | Hunting | Activision Value | 08/27 |
| M4 Armored Clash | Simulation | Wizard Works | 08/28 |
| Sub Command: Seawolf-Akula-688(I) | Simulation | Electronic Arts | 08/28 |
| Shogun: Warlord Edition | Strategy | Electronic Arts | 08/28 |
| Totally Unreal | Action | GT Software | 08/28 |

## PlayStation ::

| TITLE | GENRE | PUBLISHER | DATE |
|---|---|---|---|
| NFL GameDay 2002 | Sports | SCEA | 08/07 |
| IHRA Drag Racing | Racing | Bethesda | 08/07 |
| Skydiving Extreme | Extreme Sports | Natsume | 08/08 |
| Rayman Brain Games | Puzzle | Ubi Soft | 08/08 |
| Inspector Gadget | Action | Ubi Soft | 08/08 |
| Virual Kasparov | Chess | Titus | 08/09 |
| Rocket Power | Adventure | THQ | 08/14 |
| Saiyuki | RPG | KOEI | 08/14 |
| Madden NFL 2002 | Sports | EA Sports | 08/21 |
| Tiny Toon Adventures: Plucky's Big Adventure | Adventure | Crave | 08/29 |
| Rescue Heroes: Molten Menace | Action | Knowledge Adventure | 08/31 |

## PlayStation 2 ::

| | | | |
|---|---|---|---|
| Gadget Racers | Racing | Crave | 08/08 |
| Resident Evil Code: Veronica X | Adventure | Capcom | 08/15 |
| Gallop Racer 2001 | Simulation | Tecmo | 08/21 |
| Madden NFL 2001 | Sports | EA Sports | 08/21 |
| Test Drive: Off Road -- Wide Open | Racing | Infogrames | 08/21 |
| Extreme G3 | Racing | Acclaim | 08/21 |
| Armored Core 2: Another Age | Action | Agetec | 08/21 |
| NFL Quarterback Club 2002 | Sports | Acclaim | 08/28 |
| Paris-Dakar Rally | Racing | Acclaim | 08/28 |
| Dave Mirra Freestyle BMX 2 | Extreme Sports | Acclaim | 08/28 |
| Stunt GP | Racing | Titus | 08/28 |
| Shadow Man: 2econd Coming | Adventure | Acclaim | 08/28 |

## Game Boy Advance ::

| | | | |
|---|---|---|---|
| Fortress | Puzzle | Majesco | 08/18 |
| Klonoa: Empire of Dreams | Platformer | Namco | 08/25 |
| Mario Kart Super Circuit | Racing | Nintendo | 08/27 |

## Game Boy Color ::

| | | | |
|---|---|---|---|
| Hercules: The Legendary Journeys | Action | Titus | 08/07 |
| WWF Betrayal | Action | THQ | 08/14 |
| Barbie Pet Rescue | Action | THQ | 08/19 |
| Xena Warrior Princess | Action | Titus | 08/20 |
| Stuart Little: The Journey Home | Platformer | Activision | 08/28 |
| Top Gun: Firestorm | Action | Titus | 08/29 |
| Hands of Time | Adventure | Titus | 08/29 |

## Dreamcast ::

| | | | |
|---|---|---|---|
| Death Crimson OX | Action | Sammy | 08/06 |
| World Series Baseball 2K2 | Sports | Sega | 08/07 |
| Razor Freestyle Scooter | Sports / Action | Crave | 08/09 |
| Alien Front Online | Action | Sega | 08/09 |
| Heavy Metal: Geomatrix | Action | Capcom | 08/16 |
| Exhibition of Speed | Racing | Titus | 08/22 |
| Sega Bass Fishing | Sports | Sega | 08/22 |
| NCAA College Football 2K2 | Sports | Sega | 08/28 |

## Nintendo 64 ::

| | | | |
|---|---|---|---|
| Tony Hawk's Pro Skater 2 | Sports | Activision | 08/22 |

**unplugged :: release dates**

## DVD ::

(NOTE:   SE = Special Edition,   UE = Ultimate Edition,   CC = Criterion Collection)

| TITLE | ESRP | DIRECTOR | DATE |
|---|---|---|---|
| 3000 Miles to Graceland | $19.98 | Demian Lichtenstein | 08/07 |
| Any Given Sunday (Director's Cut) | $24.98 | Oliver Stone | 08/07 |
| Chocolat | $29.99 | Lasse Hallstrom | 08/07 |
| Christine | $19.95 | John Carpenter | 08/07 |
| Halloween: Extended Edition | $19.95 | John Carpenter | 08/07 |
| John Carpenter Box Set | $41.95 | John Carpenter | 08/07 |
| The Mexican | $26.99 | Gore Verbinski | 08/07 |
| To Die For | $27.95 | Gus Van Sant | 08/07 |
| 15 Minutes | $26.98 | John Herzfeld | 08/14 |
| Enemy at the Gates | $29.99 | Jean-Jacques Annaud | 08/14 |
| Josie and the Pussycats | $26.98 | Kaplan and Elfont | 08/14 |
| Ordinary People | $29.99 | Robert Redford | 08/14 |
| Tomcats | $24.95 | Gregory Poirer | 08/14 |
| The Goonies | $24.98 | Richard Donner | 08/21 |
| Hannibal | $29.98 | Ridley Scott | 08/21 |
| Nightbreed | $19.98 | Clive Barker | 08/21 |
| Say It Isn't So | $29.98 | James B. Rogers | 08/21 |
| The Silence of the Lambs | $24.98 | Jonathan Demme | 08/21 |
| Waiting for Guffman | $19.98 | Christopher Guest | 08/21 |
| Carrie (SE) | $19.98 | Brian De Palma | 08/28 |
| Forrest Gump: Collector's Edition | $29.99 | Robert Zemeckis | 08/28 |
| Joe Dirt | $24.95 | Dennie Gordon | 08/28 |
| Willy Wonka... (30th Anniversary Edition) | $24.98 | Mel Stuart | 08/28 |

## In Theaters ::

| TITLE | STUDIO | DIRECTOR | DATE |
|---|---|---|---|
| Apocalypse Now Redux | Miramax | Francis Ford Coppola | 08/03 |
| Original Sin | MGM | Michael Cristofer | 08/03 |
| Princess Diaries | Buena Vista | Garry Marshall | 08/03 |
| Rush Hour 2 | New Line | Brett Ratner | 08/03 |
| American Pie 2 | Universal | J.B. Rogers | 08/10 |
| Osmosis Jones | WB | Farrelly brothers, Kroon & Sito | 08/10 |
| The Others | Miramax | Alejandro Amenabar | 08/10 |
| Rat Race | Paramount | Jerry Zucker | 08/10 |
| American Outlaws | WB | Les Mayfield | 08/17 |
| Captain Corelli's Mandolin | Universal | John Madden | 08/17 |
| The Curse of the Jade Scorpion | DreamWorks | Woody Allen | 08/17 |
| Jay and Silent Bob Strike Back | Miramax | Kevin Smith | 08/22 |
| The Bubble Boy | Buena Vista | Blair Hayes | 08/24 |
| Ghosts of Mars | Sony | John Carpenter | 08/24 |
| Soul Survivors | Artisan | Steve Carpenter | 08/24 |
| Summer Catch | WB | Michael Tollin | 08/24 |
| Glitter | Fox | Vondie Curtis Hall | 08/31 |
| Jeepers Creepers | MGM | Victor Salva | 08/31 |
| O | Lions Gate | Tim Blake Nelson | 08/31 |

## Movies :: Indepth

Be sure to check out IGN FilmForce for more on your favorite movies.  IGN FilmForce has entire web sites dedicated to the movies you're peeing your pants to see!  The current sites include: *Spider-Man*, *Resident Evil*, *The Matrix* sequels, *Dr. Who*, *Blade 2*, and more...

http://filmforce.ign.com

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# SEGA

**The Dreamcast may be dying, but SEGA is still going strong. Five IGN editors chat with SOA President Peter Moore about the future of SEGA.**

When you treasure certain moments in time, even if these events happened a couple of years ago, it still seems like they've taken place a long time ago. Perhaps it's because when we treasure past memories, especially when you go through many trials and tribulations, we forget about the restrictions of time and space. 9/9/99 wasn't too long ago, but I'm sure many Dreamcast fans agree the final console trip SEGA has taken us on seems like a five year mission boldly going where most consoles would never dare to go. And what a ride it has been with the SEGA Dreamcast, offering us wonderful titles, console innovations, and tons of memorable events (i.e. The Spud Dive). But, as clichéd as it sounds, all good things must come to an end, and while the Dreamcast didn't last the standard five console years, the system and company have kept true to the ways first demonstrated on the SEGA Master System -- developing and publishing games that innovate and excite, and remaining true to its hardcore audience while showing to the world the glory of SEGA. No matter what those efficient analysts says, the Dreamcast was a definite success.

THE CONTINUING SAGA OF

# SEGA

## The Success Of The Dreamcast ::

I see those casual gamers proudly touting their PlayStations, PlayStation 2s, or N64s smirking at my last comment. The Dreamcast a success? Just look at the numbers and you'll see the Dreamcast is behind N64 sales numbers, and WAY behind PlayStation sales figures worldwide – how can you call that a success? While it's true that the Dreamcast didn't sell as well as the ancient N64 or as ridiculous as the "mainstream-me" PlayStation, you can't really call a system that sold eight million units worldwide a failure. Of course, give the numbers to analysts and they'll call the Dreamcast a disaster, especially since the videogame market has mainstreamed itself into an industry that rivals Hollywood.

While videogame critics will argue when exactly was the golden year of video games, there was no better year to be a console gamer than the 16-bit wars that raged between SEGA's Genesis and Nintendo's Super NES. Oh, and just for you TurboGraphx fans, I'll toss in the TG-16, though we all know technically that wasn't truly a 16-bit system (Atari Jaguar tried the same trick later). There wasn't a better time to be a console gamer when you had such legendary titles like Gunstar Heroes, Actraiser, ChronoTrigger, Herzog Zwei, Revenge of Shinobi...the list goes on and on. Then SEGA went into what I like to call its "college days of experimentation" with the SEGA CD and 32X, and while these add-ons to the Genesis weren't quite as bad as some videogame devices (i.e. Virtual Boy), they didn't do much to keep up with the standard quality we've come to expect from SEGA. Then came Sony. With big marketing dollars, a huge brand name, and a strong foothold in the electronics industry, Sony led the way utterly destroying the soon to be released SEGA Saturn, one of my personal favorite consoles. SEGA fans can hate Sony all they want, but if it wasn't for Sony, the videogame industry wouldn't be enjoying the fantastic success it is enjoying today. For that matter, if Sony didn't up the ante by joining into the party, SEGA may have released the Dreamcast much later than the 9/9/99 launch date.

But with this new life injected into the videogame bloodstream came a rotting, wretched disease. Symptoms included apathy, reliance on brand names, ridiculously short deadlines, and the general crappiness of

games. The mainstreaming of the videogame industry was the best and worst thing to happen, as I'm willing to bet the number of bad games in the PlayStation line-up equals that to the combined line-up of bad games on the Genesis and SNES. Movie-to-game licenses exploded, brand name games that plain sucked sold surprisingly well (do I have to remind everyone of the atrocity known as Superman 64?), and sequel rehashes got worse and worse (i.e. Jet Moto series). Not to say the Dreamcast wasn't exempt from being "mainstreamed" as it had its share of brand name third party games. However, being a SEGA system meant playing SEGA-developed games and as we all know, SEGA is one of the best all-around developers in the videogame business. Beyond that, SEGA's development teams stuck with their motto of innovation – even if it they knew the game wouldn't sell well at all (i.e. Skies of Arcadia, Samba De Amigo, Jet Grind Radio).

SEGA has always kept a balance of making games for money and making games for the advancement of the videogame industry. This balance – creating a game that has both mainstream appeal and hardcore attractiveness – is not an easy thing to maintain, yet SEGA is one of the few companies who are able to do this as demonstrated with the success of the Crazy Taxi series. The revival of the SEGA Sports name with NFL 2K and NBA 2K has also helped SEGA bridge the gap between keeping those analysts busy crunching sales numbers and making hardcore gamers happy with deep play mechanics and spectacular visuals.

## Get Ready To Play… Finally ::

Unlike the unremarkable sendoff of the Saturn, the way the software is lining up for the last stand on the Dreamcast raises hopes that SEGA is sending off its best console justly. It's the end and the beginning for SEGA. There's no doubt SEGA has its eyes on the prize in being the best third party developer, and with its skill and experience, the company is going to get up there very quickly. Moreover, with SEGA being a third party developer, this forces other third parties to deliver quality content in order to compete with the incredible titles we know we're going to see from SEGA. It's been a long road for SEGA, but the game's only just begun.

*– Anthony Chau*

# THE CONTINUING SAGA OF SEGA

## Leading The March – Peter Moore ::

Dickens once wrote, "it was the best of times, it was the worst of times," and that quote definitely rings true for SEGA. With the ultimate demise of the Dreamcast apparent, it is a sad time for SEGA, but also an exciting time as they head into the next system wars, not as competitor, but as a big time player that will make a dramatic difference in what you play. Of course, as we say our long goodbye to the Dreamcast, it's tough to see the Dreamcast console make room for the next generation of consoles when it seems like it has so much more life left. No one knows these mixed feelings better than the head honcho of SEGA of America, President and COO Peter Moore. With multi-platform strategy in mind, we invaded SEGA HQ for an IGN Roundtable as Peter Moore, along with Vice President of Corporate Communications Charles Bellfield, SEGA Marketing Communications Manager Gwen Marker, and SEGA PR's Peter Nguyen joined Fran Mirabella of IGNCube, Craig Harris of IGNpocket, Reverend David Smith of IGNPS2, IGNgod Peer Schneider, and IGNDC's Anthony Chau to a roundtable on the future of SEGA.

## Peter Moore: Fire Away ::

*Anthony Chau:* **Shifting from console maker to third party developer is a very long process… how has it been so far and how have you been received by retailers?**

*Peter Moore:* Well, two things. First off, you're right; no company has done what we're about to do and what we're doing and that is to be in the hardware business – still pretty actively – but also transitioning into a pure third party company at the same time. So we're concurrently running two businesses somewhat separately, but

also linked. As you mentioned earlier, you just received several Dreamcast preview revs. So the Dreamcast is still a very important part of our fiscal year plans all the way to March 31 of 2002. And as we continue to ship great games – Baseball is coming up, obviously Ooga Booga and Floigan Brothers which you've been playing, ultimately Shenmue 2 and of course, the Sega Sports line-up – that's important.

Moving the hardware and beating an orderly retreat from the hardware is important, but at the same time we're starting to ship our third party software. We shipped the GBA game, Chu Chu Rocket, and then of course, PS2, Xbox, and Game-Cube all within this fiscal year. It's very important that we do that and make sure that we're up and running as quickly as we can. We're obviously behind the eight ball in relations to our competition in our first fiscal year because, in the particular case of the PS2, they've been able to get their hands on dev-kits way ahead of us. But I think that, certainly what we've seen with GameCube and Xbox, we're very, very excited about the potential for all three platforms. We're going to have a more even playing field.

So we're excited, we're very busy, but very excited and enthused about the opportunity.

*David Smith:* **As SEGA becomes a software competitor, do you have any plans to sell SEGA as a brand name in a different way than you would when you were a hardware and software manufacturer?**

*PM:* Yes, that's an interesting question. We have a very unique and fortunate position that the SEGA brand, through work that was done previously before we were here, is extremely powerful outside the industry. It's not unusual for me to say who I work for and somebody barks

> "We're going back into the closet and dusting things off that would make you guys salivate. It's finally time to bring out the family jewels again."
>
> – Peter Moore

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back (in best impression of SEGA commercials) "SEGA!" at me. And they've probably never played a video game in their life. So the brand itself, if you look back at what we call cue ratings of the pertinence and relevance to primarily a teenage boy, is very powerful on top of what it means to a videogame player. So it's kind of usurped the interactive entertainment market and is becoming a youth brand, like Nintendo did. I mean, listen to the radio right now... There's a song that I can't remember whom it's by but it has Nintendo in the song... Nintendo and SEGA are in the popular youth culture vernacular.

Typically, you kind of get that movie studio mentality that it's the movie – not Universal, not Warner Brothers, not Disney – that becomes the hero in the brand, if you will. It's Shrek, not PDI/Dreamworks that people go to see. I think third parties have traditionally taken the tact that the product/content will always be the hero, and the brand, of course – like Final Fantasy or Gran Turismo – and that the actual publisher and developer take a backseat. We have to balance the fact that we have an incredible amount of equity in our name and that it stands for something. It stands for quality, innovation, and a little bit of irreverence, very different from our competitors because that's the DNA that runs through this building and the brand. And how do we take full advantage of that? We're still wrestling with that within our marketing team, not only SEGA the brand, but the sub-brand of SEGA Sports as well that's becoming very powerful. It's going to be very important to us over the next two years as we move into the multi-platform environment and taking on, ya' know, the "current incumbent" shall we call it.

**FM:** When people see Sonic in a window display – I know at least when I do – they think "oh, there's something new on Dreamcast." Are you doing anything different now to let them know you're on a different now or are you just going to let, like you said, let the brand speak for you?

**PM:** I think you'll see that we have tremendous amount of television planned for the fall and you'll start to see our first PS2, Xbox, and GameCube television advertising. And I think that's probably the best forum to let the average consumer know. I think the gaming consumer is very clear; our market research says 66-70% of all gamers are

very clear on SEGA's strategy – where we're going, what's going on with our future, what's happened to Dreamcast. I think the number drops off enormously as you go to the next level of the casual gamer, who still isn't quite sure what's going on with Dreamcast. That's evidenced by the fact that we've been selling an incredible amount of Dreamcast still.

The more hardcore gamer is going to save his money, quite frankly, for the new platform releases, but we're picking up that next level of consumer. We're going to do some work on television in particular, but also in print to make sure the people understand that this particular title will be out for a certain console and there will be titles that will be multi-platform including Dreamcast. NFL2K2 probably being the best example. So we've got to make sure that we juggle that, but then transition away from Dreamcast with our media. So, yeah, it is a little bit of a challenge because we've hammered home Dreamcast and now we have to chip away at that for the future. So it's like knitting something and then having to unknit it. I'm sure we've all knitted here, right (laughs).

**FM:** Since SEGA has always engineered its own hardware catering to its visions – your developers had direct input upon the hardware – do you think any one of three next generation consoles in particular are going to cater best to your visions? How to go back to that?

**PM:** SEGA has the advantage of having ten studios that are very individualistic in their thoughts about content, their skill sets are a little different and as evidenced by a trip that Charlie [Charles Bellfield] and I and several other executives made to Japan last week where we saw multi-platform content for next year and the year after that blew our doors off. We have the advantage that maybe other publishers don't – we have enough development studios that can almost specialize because of the type of content that they do as well as the demographic that they believe that console is going to hit. It's clear that certain pieces of hardware are being favored by certain studios. Now, if we had three or four studios that would be a huge problem for us because it wouldn't allows us the bandwidth to be a full multi-platform third party. But with ten studios and twelve hundred employees focused, we have the ad

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vantage that we can have three or four here, three or four there – and in saying that, when we went to Japan there wasn't one studio we saw that said, "We're only going to do [games] for this platform."

Every studio presented us with multi-platform content. So, we weren't seeing one studio saying, "I'm only doing GameCube because that's only thing I want to do" – that is not the case. So, ten times a matrix like this shows you the diversity of what we do. Yeah, I think that there are certain studios eventually will do content that will be specific to a particular platform. Let's take Xbox for an example because of the hard drive, the built-in Ethernet, and their probably upfront attitude, more than the other two [consoles] about online and we got competencies there, clearly, better than any than any company in the world for that. I saw some tremendous PS2 games, GameCube games, a lot of interesting GBA – a lot of stuff for GBA – and also they started teasing us because we're going back into the closet and dusting things off that would make you guys salivate. It's finally time to bring out the family jewels again. That's about as much as I can tell you.

**Peer Schneider: How do you plan to divide all the franchises up? When you look at all your past and present gaming franchises, how do you decide to match a game to a certain platform?**

**PM:** Ah, that's not too difficult. I think those guys go there; they start looking at the hardware, they've had the SDKs, we've given them a lot of input in where we think the platforms are going to lie, the launch quantities, what the install base is going to be three or four years from now, who the target consumer is, what type of content is going to be applicable, and so on. Then, you start doing an equation and you figure out this content fits well on this particular platform.

"I saw Shenmue 2 running on Dreamcast last week and it blew me away. Yu-san will tell you that now he's finding things in the Dreamcast hardware and pushing the envelope that he never did with Shenmue. And it's stunning, it's absolutely stunning."

– Peter Moore

**PS: For example, when we look at Phantasy Star Online Version 2. It struck us as odd that you would choose the GameCube which is the only console that doesn't seem to have firm online gaming plans yet. Was that decision made at the point where we didn't know anything about Xbox and PS2's online strategy or is there something more that you guys know that we don't know?**

**PM:** Well… both (laughs). I think it's probably Naka-san getting early looks for obvious reasons. When you look at his content, you look at his track record over the last four years – that if there was going to be a platform that was going to be applicable to him in the first go around, then GameCube fits that bill. And I think he really likes the hardware and I think he's always been somebody that's willing to innovate and push. Having an online game on the GameCube is something that probably no other company has even thought of and he's doing it, it will happen, we've seen it running, you've seen it running at E3, and that is reality. It almost flies in the face of what Nintendo is saying about online, but I think once everything comes together that Naka-san is probably going to do both NCL and NOA a favor, and introduce them to what we believe is an incredible game as we all know.

Also, how that game becomes multiplied by three in its enjoyment factor when you can integrate it with people in Japan, US, and hopefully in Europe at the same time. I think that was kind of an anomaly in that, it was a unique think for Naka to do. He, from what we understand, has a great relationship with the folks at NCL and they have a great regard for his work. And if you're Nintendo and Naka-san comes and says, "I want to do something," you're not exactly going to push back. So, you can imagine where that will lead with what he's developed in his lifetime and what the Nintendo platform draws in its

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demographic – it doesn't take rocket scientist to put it together for the future.

**FM: So "all sports, all platforms…" But as far as sports on GameCube, we haven't heard anything. Is there something you're not telling us or did you guys just decide to kind of hold off till probably 2002?**

**PM:** All sports, all platforms… That's not a specific Game-Cube announcement, but we've said all sports, all platforms. Not making an announcement, but when I look at GameCube, there's a great opportunity for sports. And when one looks at the demographic that we think going forward, clearly EA has made their commitment to sports and if we at SEGA believe, we're going to take on the incumbent, and believe that we can be aggressive against our competition, you've got to be there. You can't win the game if you don't show up on the field. So going forward, we will be all sports, all platforms.

**AC: The incumbent being EA.**

**PM:** That's what my TRSTS data says [laughs]…

**Craig Harris: Does all platforms include the GBA?**

**PM:** Yeah, I think that, again, have we made definite plans – no. But I think with GBA, when I get that thing in my hands and I look at it again, this is a different animal from the past. Yeah, it's still 2D, but I think that when I see Tony Hawk and I had a little glimpse of Spider-Man the other day – the guys from Vicarious Visions stopped over here to show us – I can see in the past how sports just wasn't going to be giving you what you needed because the sports games we do are full-sims and very immersive... maybe our arcade sports games might have fit. But I think now, with that resolution on the screen and the ability to process data the way that thing does, then it think it's a brave new world for sports. It'll still be maybe holiday 2002 [before we see SEGA Sports games on GBA] but I always think baseball would be fun because of the perspective the catcher most of the time would be a great game on the GBA. The biggest challenge for all of us is the business model is a little tighter on the portable side. But we'll figure out a way and plus the sports

games probably would take a 64 Meg ROM which is a tad more expensive as well. Sports, from a business element, the reason it's always been difficult for publishers because there are a lot royalties involved. When you take that business model which is slim to begin with and you pay the NFL, the NFLPA, and do everything you have to do in licensing, it becomes a lot more difficult to do fully licensed sports game in the portable space.

**CH: Do you see that changing though, with the profitability on the Game Boy Advance?**

**PM:** I think that certainly the league seems to be realizing that they want to play in that space and so they realize they've got to be a little more flexible – unless anybody makes any money, no one's going to do it. And I think that the leagues understand that it's very important when they see kids playing Tony Hawk because the power of extreme sports is the biggest threat to professional team sports. Skateboarding, BMX, inline skating, and others can chip away at professional sports' fan base. So if they any sense at all, and I always relate to the fact that certainly my son and I know all his buddies learn sports, not by going to a game or watching TV, but actually playing a videogame. They can recite stats, players, and rosters… And you try to explain that… I go to New York and sit down with the NFL and I try to explain that. They don't believe it but that is the truth. My son can talk more about baseball primarily having played World Series Baseball 2K1 till he wore it out and who the players were, than he can through either watching it in real-life or on television. And it just makes them fans in reverse.

**AC: One thing coming out of E3 2001, we noticed that a lot of developers – primarily Japanese developers – were saying that there was a de-emphasis on hardware. A lot of developers were saying that the next generation of hardware is so powerful, it doesn't matter what console you develop on. And to a certain extent, I agree but there are other developers stating "that's bull" – especially with Xbox and the hard drive. Where do you stand?**

**PM:** Each piece of hardware has a different architecture that specific titles can run on optimized and other pieces that just can't. We have titles, without getting into any

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details, on the Dreamcast that are better suited to run on one platform than another because of the way they're developed. The three platforms – yeah, they're powerful – but they're not identical in what you can do: the way the textures are in there, the anti-aliasing problems obviously with the PS2 at the get-go. Each one has their own problems, each has their downside and upside; it's not like a cookie cutter that there are three 128-bit things, they all do different things and they all have different architectures that developers have to work towards. When I talk to developers, there are things when they have their concept in mind, they will explain to you very clearly why it works on a GameCube and it doesn't work on a PS2 or vice versa. So, yeah it's not like there are three identical pieces of hardware at all.

**PS: So which architecture is Shenmue best suited for? (smiles)**

**PM:** You wanna call Yu Suzuki (laughs)? No, but if you really want an answer – Dreamcast!

**AC:** YEAH! (pumps fist in the air)

**DS: That's something I've been wondering since the beginning when SEGA announced they would spread their titles across different platforms, because at least in the beginning and continuing, there's a fewer number, it seems, of higher profile names attached to the PS2, despite the fact that it's being considered the forgone conclusion of the most successful platform. If the potential economic success of a title on a particular platform is not the overriding factor that brings it to that platform, what do you think is the most important factor that guides the decision to do a title for a particular platform?**

**PM:** Well, it's not easy to discount your first sentence when you say it's not about economics; it is about

> **"NFL2K2 will have the quality of SEGA Sports that it has built in the last two years and it's not going to be rushed out. And if we hold it back a month to make sure it fits the quality and lose sales because of it, then that's what we'll do."**
>
> **– Peter Moore**

economics. But it's not just the size of the install base, it's the demographic that is in there. We were accused of making the Dreamcast into a sports platform, or an action/adventure platform, because we were slow to market for RPGs; we never got that RPG consumer. There's an interesting take on how a platform to a consumer stands for something. It was awhile before we shipped an RPG, Skies of Arcadia was probably the first from us, followed by Grandia II from Ubisoft. But I think decisions are typically made from the head of development who sees things in the architecture that he thinks he can take advantage of. And I wasn't kidding when I said Shenmue 2 was best suited for the Dreamcast because, while I don't think we can show it to you today, Charlie and I saw Shenmue 2 running on Dreamcast last week and it blew me away. Yusan will tell you that now he's finding things in the Dreamcast hardware and pushing the envelope that he never did with Shenmue. And it's stunning, it's absolutely stunning. But in doing that, you've gone so far with Dreamcast it's not a question of a straight port to another platform, because he is in his fourth year working on. So you know you just can't just port that straight over and get the same effects or even enhanced effects. While we all laugh when we say Shenmue looks best on Dreamcast, the way it works our right now, with the way he's built that engine for the Dreamcast, the way the textures and the lighting work, and how he's built that game, I don't know if you can replicate that right now as a straight port on another platform.

**AC: Speaking of Shenmue 2, and speaking of the next direction, obviously with the fading of the Dreamcast, there's been a lot of speculation that Shenmue 2 is going to be the last big Dreamcast title. I'm fairly certain that the Dreamcast will be supported till the end of the**

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**fiscal year (March 2002), but what will be the last great Dreamcast title?**

**PM:** I don't know... I mean, we have always said – Sonic's a great example – we have always said it's a business; if the install base remains active and continues to buy games, there will be people who take advantage of that, whether that's SEGA or other third parties. Right now, a major part of our business plan through March 31, 2002 is Dreamcast software. Now, is there a slate of Dreamcast titles you don't know about for Dreamcast... no. Are there other titles you don't know about... probably. Shenmue 2 certainly when we look at the foreseeable future, is the shining light that we're all excited about how it will finally pay off in spades for what Dreamcast should've been to the consumer from the get go. But yeah, we've got a lot of stuff – you've got a lot more stuff than you can play right now, right – that's going to keep coming. And the sports stuff keeps coming. The thing isn't just dying and fading away!

**AC:** Well, first party wise, it's definitely not. But the way third parties, and I've been talking to a lot of third parties...

**PM:** Yeah, and that's understandable.

**AC:** Yes, but even Capcom, who has supported you from the get-go and has continued to support you, they're bringing out Heavy Metal Geomatrix in the US which is nice, but they're unsure if they'll bring Capcom Vs SNK 2 to the States...

**PM:** Good thing about Capcom, is that because a lot of their stuff comes off the NAOMI board, that they can wake up on Monday morning and determine that they want to bring that to Dreamcast and have it ready by Wednesday. Now, I'm exaggerating but Capcom of all publishers, since Power Stone for the launch of Dreamcast, if they're not the biggest supporter of Dreamcast, they're in the top one or two. I can't think of anybody that has put more content down and that's because our relationship is strong with them particularly in Japan, and the fact that our arcade relationship allows them to do things very easily and cost effectively. So you're right,

Heavy Metal Geomatrix is in – I think it's in test right now – so, they were there at the start, and they'll be there at the end... whenever that end is.

**CH:** I got one quick question. I just came back from an Electronic Arts meeting and...

**PM:** How are my friends down in Redwood City? (smiles)

**CH:** The one title stood out was their Road Rage Simpsons title which to me looked like a clone to Crazy Taxi.

**PM:** There have been so many, and we saw a number at E3... I guess imitation is greatest form of flattery. It's to the point where consumers are writing me "Aren't you pissed off that so and so is doing this," what are you going to do? They can't take the engine, and they can't take the magic dust that Hitmaker [creator of Crazy Taxi] brings to a Crazy Taxi series. It's like anything else... One would argue that not many people in a creative world have a truly original thought, that every movie is the conglomeration of a producer and director's life in which they've added things they've seen in other movies. So, some people just go all the way and plain make a knock-off.

**CH:** I think that they seriously did go all the way to make a knock-off (laughs).

**PM:** (smiles) Well, our job then is to go and do something different, so you constantly have to keep pushing the envelope. Yeah, I think I saw it at E3 a little bit, it kind of had that frenetic and arcadey-fun feel. But I saw a knock-off of Jet Grind Radio next booth down, I don't remember who that was, but it had the inline skating and cel shading, but they can never replicate the gameplay. So, good from far, but far from good.

**FM:** You were talking a little bit of Super Monkey Ball, that it is was so much fun and we know that Nintendo picked it up as a launch title in Japan, which is really great...

**PM:** The only third party launch that I'm aware of at this point.

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## SEGA

**FM: Wow, very cool… but what about America? Is that kind of a TBA thing or is the game going to appear during US launch of GameCube?**

**PM:** We would hope so… we haven't announced anything. I saw it last week, I played it last week, and I had a blast last week with it. It's funny – Virtua Tennis being a prime example – picking up a controller and within six seconds, you're already into the game. Super Monkey Ball lulls you into this kind of "well this is easy" security as you go through level one and level two, scoring a few goals and grabbing a few bananas on the way. Then all of a sudden you're floating about 5000 miles an hour on a stage that's' going like this (tilts his hand at severe angle), and it's just a blast. It has the great combination of pick and play but then as you get into the game, you realize just how difficult it is because you have to have this spatial awareness of this 3D moving object. So, we are doing everything we can to make sure we get the best bang for the buck with that title and obviously, being in and around US launch would be optimal from our point of view. Like I said, I played the game for the GameCube so there's not too many more hurdles to overcome in order to get that thing as close in to launch as possible.

**DS: Do you think NFL2K2 will come out at a competitive time against Madden 2002?**

**PM:** Competitive for me would be the day that the season kicks off, like Labor Day weekend. Competitive for me in football is anything before Thanksgiving. I also believe that people will wait for Visual Concepts' football. Our job is to actually, at some point in the next month or so, is to come up with a launch date and then convince the consumer to hang on, I guess. You've played NFL2K, you went online and got your ass kicked by some kid in Atlanta in NFL2K1 and that was a whole new

experience. Now, you've got Visual Concepts working on a next generation platform and bring all kinds of great stuff to 2K2. Hang on and save your fifty bucks and we'll be there on so-and-so date. I don't think we're in a position to release a date because this game has to have the quality of SEGA Sports that has built in the last two years and it's not going to be rushed out. And if we hold it back a month to make sure it fits the quality and lose sales because of it, then that's what we'll do.

**CH: Do you see in the future – with what you said of all sports, all platforms especially since they're all coming from Visual Concepts – that a PS2 gamer on the same game will be able to play a GameCube gamer, or Xbox gamer… Do you see that happening?**

**PM:** It's SEGA's dream that all gamers can play online on all platforms, all games, but that's beyond our control. Certainly Okawa-san, before his passing, really felt that that was the secret to growing this industry, growing this community, linking gamers around the world together and taking the gaming experience from, almost exclusively offline, to massive multi-player persistent world games with tens of thousands of people coming in. He believes that truly was the Nirvana that this industry needs to go to. And his legacy lives on. However, not being a platform holder, it's not our call. Though we would like to think we've got great network play on Dreamcast right now, that other platforms would allow a linkage to Dreamcast and be able to play.

But it's going to rely upon the vision and strategic business direction of the three platform holders at this point. And of course, GBA which has a great chance of being a wireless PDA if you will, and clearly Microsoft has given a vision that online is the key to where they're at. PS2 now

*"Having an online game on GameCube is something that probably no other company has even thought of…"*

**– Peter Moore**

## THE CONTINUING SAGA OF SEGA

has announced a very competitively priced network adapter, both dial-up and Broadband. And Nintendo is going to have PSO Version 2 online, whether they like it or not (laughs). But I think that would be great for the industry and certainly, I've spent enough time in Okawa-san's presence and listening to him talk about why Dreamcast was launched in the first place was the fact it wasn't just another game console, that this was going to be a forerunner of a network community around the world that would tie-in entertainment, not just games, but music and the ability for young people to interact through lifestyle pursuits that they're most comfortable in. And that was the birth of Dreamcast and then Seganet came from that. I often talk about, hoping that somebody from a hardware perspective takes the "baton" that we've created and I think they will. As we're often accused of, we're ahead of our time in a lot of things we do and we thrash our way through the jungle, clearing the path, fall over exhausted, and then everyone else tramples over our bodies (laughs)…that's generally the way it works and we're damn proud of it!

*CH:* **Do you see other companies licensing Seganet and having other third party companies on Seganet?**

*PM:* Well, we've had a few on the Dreamcast. All of the platform holders have sat down and talked to us about Seganet and we're not shy at all about sharing what we believe are the pitfalls as well as the upsides. The business model obviously is yet to fully mature to make it a viable proposition. It's a very expensive undertaking; I could take you downstairs and show you server farms that somebody's got to pay for. The PSO thing being the flashpoint of everything, but at some point, if we are to create these huge communities and have this huge backend costs, then someone's got to pay for it somewhere along the way, or developers probably won't do it if you're going to lose money and that's why you're seeing some of the things we're trying to do with Phantasy Star Online Version 2. For a nominal fee, we made the announcement of three months for fifteen dollars which, if it's anything that my son gets out of Phantasy Star Online – more hours than I would admit to you guys – then five bucks ain't a big deal when you realize what's behind those five dollars. That's building

authentication systems, servers, the ability to link US, Japanese, and European gamers. That's a lot of incredible work.

*AC:* **Well, for our last question then, this is kind of a lingering question for me since E3. I was talking to Yuji Naka and asked if he thought SEGA would ever make another console again, and he basically said, given the history of SEGA, the knowledge and expertise SEGA has in this industry, don't count us out.**

*PM:* James Bond movie: Never Say Never Again. But in the foreseeable future, I would be really surprised if we brought out another console. But then again, it's always determined by the market dynamics: define what hardware is going to be? Six or seven years from now, will we still have stand-alone videogame consoles or will it be a somewhat fully integrated device that will replace something else? So it's not truly what we now know as a "console." And we're edging towards that with the Xbox and PS2. So will SEGA ever develop a piece of equipment that will facilitate interactive play? Possibly. Are we going to get back into the traditional hardware model? Nope. ■

## :: EXTRA
## All Sports All Platforms

Console owners can look forward to seeing the following Sega franchises:
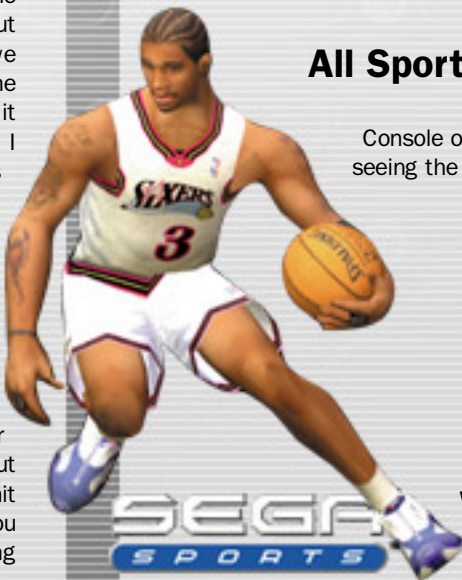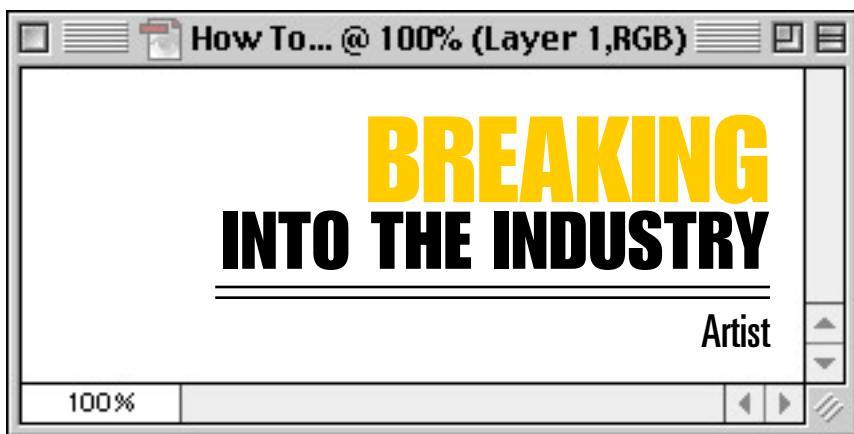
**NBA2K2**

**NCAA Football 2K2**

**NFL2K2**

**NHL2K2**

**Virtua Tennis 2K2**

**World Series Baseball 2K2**

SEGA SPORTS

## How To... @ 100% (Layer 1,RGB)

# BREAKING
# INTO THE INDUSTRY

### Artist

100%

**So, you think you can draw, huh?** Well, so do half a billion other folks in the world. And if you've ever picked up a pen and tried to doodle, you'll easily know that art is a talent that you've either got plenty of, or it's a talent that's just passed you by. But if you can sketch your way out of a wet paper bag, you might have a lucrative career in the videogame industry as an artist.

Good artists can make or break a videogame project -- it's all about the first impressions and if a game fails to be pleasing to the eyes, many gamers will overlook the overall gaming experience. Game developers need talented artists to make their designs look their best, and the more versatile your style is, the

> "It is very important for the candidate to have a keen interest in what [our company] is doing, and work well with our team.  Skill only can take a career (and a project and/or company) so far."
>
> *- Tobyn Manthorpe*
> *Art Director, Bioware*

more attractive you'll look in the eyes of developers and their art directors.  If you're just a doodler who wants to expand on your art skills, you'll really have to hit up the solid and popular art schools. Schooling isn't entirely necessary since skills are defined over months and months of practice, but it's good to hit up these classes in order to be pushed in the proper directions. It's good to hit up both the Fine Arts and Illustration sides of the fence, because any skills learned can be moved over to game development.

If you want to animate, you don't necessarily have to go to animation school; there are many great books that can lead you along the path to becoming an animator, such as "Cartoon Animation," by Preston Blair. This book teaches all the basic principles of animation, and has been the tool that first educated a huge percentage of professionals in the animation industry. But those who do choose to go to animation school

will end up studying under qualified professionals and animation veterans who will regale you with fantastic tales of the industry, while competition with your peers forces you to push yourself to a higher skill level.

It's important to not lock yourself down into one particular field. The more talented and versatile you are in the art trade, the further you'll move up in the world. Animators still need to be able to layout backgrounds, for example.

A good starting point: live, breathe, and eat Photoshop. Push your skills to the limit in this program, because there's honestly nothing that can't be done in Photoshop...especially if you also get into Illustrator and AfterEffects. If you really want to get into the 3D side of things, learn 3D Studio Max. It's the industry standard as Photoshop is. If you're on a budget like most artists, there are many free/cheap modelers to get your feet wet: Hash Animation Master and Amapi.

Once you feel you're ready to apply for a job in the industry, make sure you have a really snazzy portfolio filled with the full range of your artistic skill...and if you've done any animation, make sure ▶

### Untitled-2...

100%

# BREAKING
## INTO THE INDUSTRY

you have a demo-reel included. Putting your portfolio online makes it readily accessible to anyone with a computer, and combined with your non-electronic portfolio, makes you quite visible to a potential employer. When you go job hunting, remember that versatility to do both characters and backgrounds will greatly aid your search for employment.

> " I look for emotional maturity and communication skills, as well as work ethic. I cannot underestimate how important this is to me -- no matter how talented the artist may be, if they can't work as part of a team or deal with criticism then they really limit their usefulness. Game development is a collaborative art and team members need to get along in a productive and (hopefully) happy way."
>
> *- Boyd Burggrabe*
> *Art Director, Digital Eclipse*

### Layout Artist ::
Every game requires an interface -- title screens, menu systems, game logos. It's up to you to come up with an interface that's easy to navigate and free from confusion, but also gives the game a lot of life and energy. If a player gets lost in a game, it's points off in the review.

### 2D Artist ::
Though many games have branched out to the realm of 3D, in several cases a title will need 2D art. Flat roadsigns, trees, and of course, textures for 3D models. And lets not forget the Game Boy market -- the system's strengths lie in 2D, and developers will require artists that can supply truly skillful background images for their game designs. Fine arts skills here will really shine.
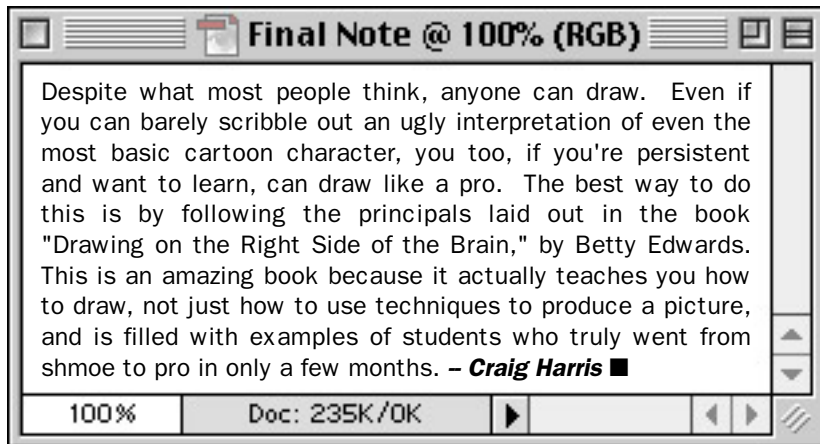
### 2D Animator ::
2D is far from dead -- just look at all the developers working on the Game Boy Advance. Developers absolutely require talented animators for their GBA games -- can you make a character believably hop, jump, run, punch, or kick? Saturate yourself in Saturday morning cartoons. Learn from the good (Warner Bros. Classic) and bad (Filmation, anyone?).

### 3D Modeler ::
The need for modelers is exploding due to the advances in technology. The cars in Gran Turismo, the fighters in Tekken, and the beasts in Black & White didn't build themselves -- teams of 3D modelers worked for weeks getting their looks right by tweaking their wireframes and textures. It's like working in virtual clay. It's also important to place joints and muscle points in proper places in order to make the character animator's job a lot easier.

### 3D Character Animator ::
While you might think that it'd be easier for the 3D modeler to also do the animation, it's sometimes better to let a dedicated animator do all the required motions. The animator's job is to get the characters to move believably in the 3D environment, combining the fluidness of 2D squash & stretch with the versatility of the 3D engine they'll be a part of.

**Final Note @ 100% (RGB)**

Despite what most people think, anyone can draw. Even if you can barely scribble out an ugly interpretation of even the most basic cartoon character, you too, if you're persistent and want to learn, can draw like a pro. The best way to do this is by following the principals laid out in the book "Drawing on the Right Side of the Brain," by Betty Edwards. This is an amazing book because it actually teaches you how to draw, not just how to use techniques to produce a picture, and is filled with examples of students who truly went from shmoe to pro in only a few months. *-- Craig Harris* ■

100%  Doc: 235K/0K

# FEATURE ::
**The Hidden Diary of an IGN Slav... uh, Intern.**

**Andy Tsai gives up the goods on what life is like as an IGN intern.**

The following are excerpts from "The Hidden Diary of an IGN Slav...uh, Intern," by Andy Tsai.  The author was found dead wearing the costume of some game character among his Game Boy Advance, PS2, and other mysterious game-related articles:

*June 20th -*
Had my interview with Steve (IGN PC) today...met a couple of the editors (the ones that weren't out to lunch) and got to see what the IGN office was like...the interview wasn't like what I had expected...Steve and I basically chatted for 10-20 minutes or so. At the end of the interview Steve told me that he'll make a decision by the end of the week.  Now I wait...

*June 21 -*
I GOT THE POSITION!!!!!!!!!!!

*June 27th -*
First day of work...after I found my way to IGN (had to take the subway/shuttle but didn't know where to find the shuttle), I was introduced to the editors again (some came in earlier than others...much earlier...or should I say, later). I got my own little spot in the office, somewhere between Craig and Fran's priso...I mean, space.  Didn't do much today except for putting watermarks onto some GBA games.  Overall the first day was o.k....except I didn't do much...wish I could have had more things to do.

*June 28th -*
The other intern (Ivan for IGN PC) started today and I got my first writing assignment from Steve. Took me the whole day to write the preview because I had to go through a bunch of Japanese/Taiwanese sites looking for more information about a PC game by Enix. Later in the day I noticed that the screenshots that I had were from another website and had their own watermark on it.  Don't I feel like an idiot...as a result, my article was placed on hold...cuz no screenshot = no story.  Eventually, I wrote an email to Enix (Jpn) to request some screenshots and I continued to write the article just in case some screenshots showed up.  I'm not working efficiently enough though; I still have a long way to go.

*June 29th* -
Got more things to do today...I think the guys are starting to realize that there is a slave here for them to put to work/torture/make cry/whatever.  First off, I helped Ivan with organizing the PC game library...lots of games...and most of them made me wonder who was the genius that made the game... Anyways...halfway through organizing the games, Craig asked me to go to Brownie Brown's website and grab some of the new screenshots for Magical Vacation. Did that and was going to go back to help Ivan when Steve told me Chris (IGN Code guy, or in Steve's words, "short, cute, red-haired guy") wanted me to do something.  Turns out Chris want me to input the names of football players into a PS2 game for the IGN Code section.  Fun, eh?  Also got an assignment from Jason (IGN Sci-Fi) for a review of Sorcerer Stabber Orphen...dubbed.

*July 3rd -*
My first article finally went up...the Enix PC game Cross Gate...I finally get to see my name on the IGN website.  Compared to the way it was last week...its much better now...made a couple of little changes throughout the last few days.  Wonder if the article was well-written enough...Oh, I was on the

# FEATURE ::

The Hidden Diary of an IGN Slav... uh, Intern.

Nintendo Fly-Cam today...no, I'm not someone's replacement, nor am I Anthony Chau's little brother or Jeff Chen.

**July 6th -**
The little name input for that PS2 football game is back.  Chris and I tried it again and we found out that it wasn't a limit at all but the data just wasn't saved...well...at least I'll have something to do when I don't have any assignments...hope I'll be able to get it done, though. Oh, oh, my 2nd article for IGN is up today...the Orphen review for IGN Sci-Fi...wonder if I'm going to get flamed for that bash-fest...

**July 9th -**
Screwed up a lot today. The first impression that I wrote today for IGN Pocket was horrible. Craig spent at least 20 minutes or so telling me the things that I need to improve on...not to mention all the mistakes that I shouldn't have made...I feel like an idiot ~_~ That's not the only thing I screwed up on today...I spent 30 minutes or so putting GameShark codes into the Codes section...only to realize that I was editing the same code over and over...forcing Chris to have to help me...even then between the two of us we weren't able to get the codes inputted by the end of the day...overall...not fun...stupid me...

**July 10th -**
Anthony was out of town today so I was in charge of updating the DC section. All that responsibility for a lowly intern? Well...it seems like it went through alright...and I even managed to add a little news story to that without deleting everything in the DC archive. And I finally got those GameShark codes finished...all 700+ lines of code. Today was better than yesterday...didn't screw up(I don't' think)...

**July 13th -**
Today was good and bad...finally finished working on the part that I was responsible for in the Diablo II expansion guide...but only after the damn program crashed on me, making me lose most of my work today. I was able to pick up the pieces and finish though...But that also tells me that I'm working too slow.   If I was able to recover/redo everything that took me a few hours to do in less than one hour...Anyways, I got another first impression assignment today....hope I do better this time.

**July 17th -**
OH MY GOD!!! FFX...drool...Square came in to show us FFX today and I finally got the chance to see the game in action today...its, its, its...*Andy runs in a circle* Now I want a PS2 just so I can play this game...You know...it feels weird to actually see people from *saintly music on* Squaresoft *saintly music off* in person and no more than a few feet from me.  Not to mention seeing FFX in action before it's released in Japan.  Still...I wish that I had presented myself better...like actually introducing myself.

**July 18/19 -**
Worked late both these days because I have a couple of things that need to be done by the end of the week.  One of them has me introducing 50+ games. I didn't get home until past 10 p.m. and I leave the house at 7 a.m.  I spend more time at IGN than at home...maybe I should just move into the office...It'd be easier to get to work that way...So tired...must get sleep.  Still need to work better and faster.

**July 20 -**
Got to work later than usual cuz I overslept...haven't been getting enough sleep for the last few days since I leave the office so late.  Need to rest this weekend, but I don't think I have time to rest...I think I'm behind on my work.

To Be Continued on IGNinsider...

-- Andy Tsai

**FEATURE ::**

# IVAN the INTEЯN

**How does a supremely wonderful being as myself cope with this menial existence? Read on, goober patrol...**

Landing on an alien world for the first time will surely be a physically and emotionally trying endeavor that should by all accounts rupture the fragile, unstable psyche of those brave enough to have survived the trip. You figure the actual journey itself is long, lonely, and treacherous; then, upon arrival at a bizarre and unfamiliar surrounding, everything will look and smell funny, and the indigenous life will be strange, threatening, and probably better left untouched unless you want to contract some form of hideous disease that'll quickly spread to your genitalia and brain (otherwise known as the Mike Morrissey disease[1]). Once acclimated to your environment and to those people around you, you'll begin a life of tedium -- a laborious, boredom-induced madness of necessary day-to-day work that will, despite your exotic surroundings, have you praying for death. Even if you do by chance manage to overcome the tribulations of the day, all that will await you is a mind-numbing crawl of a trip homeward. Such is the way with both interplanetary travel and an IGN internship. The only difference is astronauts are arguably some of the highest trained, most disciplined, and altogether capable group of individuals around, while I, on the other hand, am a young man of twenty, wrought with low scruples, poor driving ability, steadily decreasing financial backing, and a degree of incompetence that would make even George W. Bush shudder in disbelief.

My name is Ivan, and I'm a special IGN worker bee.

Blaring Mexican radio shakes both the bed and my bones. Direly searching for the snooze button, my flailing body is rattled out from underneath warm blankets of cotton. It's a quarter till six and I really need to work on the tense relationship that's developing between me and my alarm clock. It's getting to the point where our next conversation (which will incidentally be the following morning at exactly the same time) may end in violence.

The mornings are always dark and frigid. Light is cherished in small amounts as not to damage my still waking, hung-over eyes. Scraps of warmth are worshipped as the debilitating cold furiously shivers my still-dreaming body. My eyes blurred and mind hazed, clouds engulf the higher reasoning and motor functions of my brain; it takes a couple of minutes in the shower for me to realize I'm still wearing socks and pants and that I'm not actually standing in the shower, but rather awkwardly positioned with one foot in the toilet and the other in the sink. An hour later I'm miraculously bathed, dressed, in the car, and on my way to becoming an upstanding, contributing member of society.

Oh how I dread the horrific two hour commute to work that often seems more fueled by the raging anger and impatience of passing motorists than by gasoline. Their muffled curses and relentless honking cause the throbbing vein in my head to reach its maximum blood throughput allotment for the day. My only relief is the obnoxious rambling of a morning radio talk show host trying to juggle the responsibilities of delivering witty social commentary and eating a sandwich at the same time. Sadly, this ▶

## FEATURE ::
# IVAN the INTEЯN (cont.)

twice-a-day-ventured, 60-mile, stop-and-go stretch of two highways will be the only instance of respite for me throughout the day. Always the attentive, cautious driver, I swerve my silvery 2001 Civic at an impossible angle across three lanes to make the 101 North, Brisbane Cow Palace exit. You wouldn't think a car could do that at 80mph, yet here we are. You also wouldn't think a person would almost miss his exit every single morning, but again, here we are.

At a wide, and unnecessarily dangerous fast left turn, I find myself, only five minutes down the road from the 101, gleefully (or deliriously, same diff) careening into the parking lot of the "Brisbane Technology Park" office complex (lovingly referred to as the "Ass Factory"). Welcome to Snowball.com and the offices of IGN. I fall out of my car, legs twisted, jacket ruffled, shirt half-tucked, mouth in the midst of a gaping yawn. In other words, more than prepared to put in a day of work.

Time to meet the editors, a menagerie of the brutish dregs of society who can't seem to grasp the fundamental principles behind basic hygiene (soap + water = good). These abhorrent trolls can often be found berating and threatening one another in savage attempts at gaining favor over the drooling masses entranced into reading their sites on a daily basis. But enough about the Console editors[2], I work for IGN PC, which consists of **Stephen** *"Damn it, Mike"* **Butts**, **Mike** *"Master of Disappearing Ninja Skills"* **Morrissey**, and **Dan** *"Pinnacle of Vocabulary and Eloquence Whilst Reviewing Games"* **Adams**.

Contrary to popular belief, the workday of an IGN editor is long, menial, tiresome, nerve-wracking, unenviable, and at times downright pitiable. This all becomes glaringly apparent after only a day of watching Dan struggle through countless hours of Dominion Wars, blurting all manner of profanity at the screen in the slim chance the game will recognize that it's being called an ass-fondling goat and will somehow miraculously cease sucking butt. Or, watch Steve juggle thirty visitors, a dozen site complaints, and the torturous task of writing up his review of Pearl Harbor: Zero Hour all in the span of only an hour or two. Another contributing factor to their wavering sanity comes in the form of community relations (Q&A, letters, board browsing). Every single day these editors get on the boards, sift through countless emails, letters, and questions in an almost heroic manner, taking on the daunting task of pleasing you, the reader. They deal with the jerks, creeps, freaks, geeks, and PS2 fanboys, and yet still, relentless as ever, they always manage to come back for more the next day.

It's because of these strains and pressures that it becomes important for the editors to foster healthy relationships with each other. Often you'll hear Steve and Dan sharing an amusing anecdote such as their prowess in bed with Mike's mother the night before. Attempting to develop my own bonds, I've also begun to participate in the jesting. As such, I've been reminding several co-workers on a daily basis that I quite frequently engage in sexual intercourse with their spouse, significant other, and/or cherished loved one. They seem to be quite receptive to me and the initial response has been rather positive (I'm taking the streaming tears that run down their faces as tears of joy). In addition to the verbal tomfoolery, they also play little pranks on each other in the form of hiding someone's possessions or rearranging someone's cubicle. Again, in order to secure my place as "one of the boys," I've been secretly lighting several editor's cubicles on fire and stealing the valued possessions of others, such as asthma inhalers, wallets, car keys, anti-psychotics, etc. As long as I keep this up I expect to be a valued member of the group before too long now. ▶

**FEATURE ::**
# IVAN the INTEЯN (cont.)

Editors are not the only ones who work at the office, though -- I, too, actually work here at IGN. Under the ever vigilant and watchful eye of the drunken, freebasing, man-whore Steve**3**, I capture movies, format screenshots, post news, organize the games library, do a few previews and special coverage deals, and even ferry the IGN crew back and forth from lunch (an especially exhilarating experience given my lackluster hand-eye coordination and severely dangerous driving tendencies).

Screenshots and news are a fairly straightforward deal: open Word or Photoshop, do what you have to do, save, upload, lather, rinse, repeat. Movies, on the other hand, involve dealing with the dreaded IGN ~~PC~~ Macintosh we use for video capture. Essentially this involves playing a game outputted to a television at a ridiculously close range while the Mac captures that video and then haphazardly compresses it. Apparently, no working indicator lights, no functional control, and no noise mean the Macintosh is working well. Hooray for superior design and a well thought-out system*. This aggravation is only compounded by the fact that the thing will only properly compress a movie roughly 60% of the time, an especially ass-hurting endeavor when it takes about five hours to compress the content for the day.

There are extracurricular activities that I'm also responsible for, such as the occasional sexual favor for upper management (hence the "intern" portion of "intern"). However, I've recently been informed that the janitorial staff here at the offices and the people who man the registers at Wendy's do not constitute those individuals who would be able to help further my career, and as such I will not be rewarded as my napkin-based contract previously stated. See, never let yourself get sweet-talked by a one-eyed woman named Rita who doesn't understand the concept of "I don't want pickles." Despite this setback, I'm still allowed to periodically change Tal's diaper**4**. So I got that going for me.

In the end, I drive an un-Godly distance and work a tedious, monotonous, and unrewarding job for rude, vulgar, disheartening, violent, and uncivilized people...**My job is fan-freaking-tastic** and I love it. All I have to do is work hard, accept the scheduled beatings, and never talk back unless it's to horribly emotionally scar someone for life by incessantly poking fun at them until they cry in front of all their friends and hopefully a couple of pretty girls.

Obedience is life!

*– Ivan the Intern* ∎



#3



#4

* **Intern Rule #12:** Don't piss off the design team (hard-core Mac fans).

**dreamcast :: index**



**REVIEW ::**
It's been a long time, but finally it's here... is it SEGA's Mario as promised?
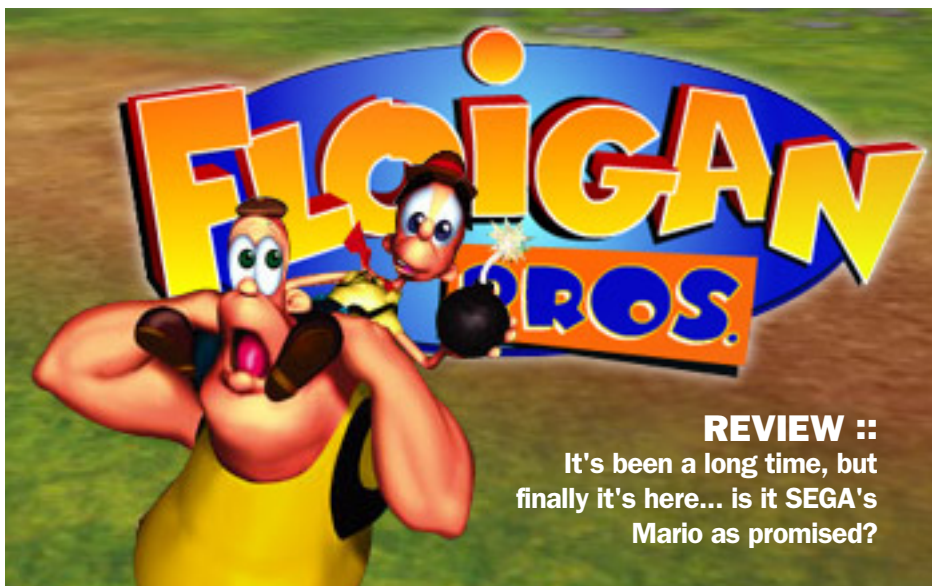
**Anthony Chau**

## This Month in Dreamcast ::

The boom has passed away, leaving in its wake a somewhat empty space for Dreamcast gamers. With the release of Sonic Adventure 2, I've been trying to see into the future of the Dreamcast... what's next? Sure, I don't mind going fishing with SEGA Bass Fishing 2, and Agetec's Last Blade 2 is a nice 2D fighting addition, but I'm looking for some meaning to the end of the Dreamcast, and I don't see anything beyond Shenmue 2.

Don't get me wrong as I'm fully looking forward to Suzuki's opus, but I think Shenmue 2 is it for my precious DC. Will SEGA surprise us by delivering one last great Dreamcast title? We still haven't heard about Toe Jam and Earl, and what about those rumors of a Streets Of Rage game? Of course, there's the constant dream of NiGHTS dancing in our heads that keeps us happy, but it's the wait and see time of the year for Dreamcast... and I hate waiting.

For more DC news, reviews, previews, codes and more, visit **http://dc.ign.com.**

## Feature Story ::

## Also In This Issue ::

**Preview :: Ooga Booga**
Do you do Voodoo, too?



**Review :: Propeller Arena**
If Tom Cruise had a mullet...

## Editor's Most Wanted ::

1 :: Sonic Adventure 2 (DC)

2 :: Ooga Booga (DC)

3 :: Beach Spikers (Arcade)

4 :: Virtua Fighter 4 (Arcade)

5 :: Quake 2 (PC)

## Office Abuse ::
Anthony Chau isn't really Chinese. He's from Hoboken.

*dreamcast :: previews*

# OOGA BOOGA

**Do you do Voodoo, too?**



As one of Visual Concepts newest non-sports titles, Ooga Booga isn't getting as much attention as the rest of the Visual Concepts games. That's too bad because Ooga Booga may be one of the most unique Dreamcast games ever... okay, with the exception of Samba De Amigo, but shaking maracas while watching a monkey hop around will always be the exception to every video game rule.

The premise of Ooga Booga is simple; select one of four tribes and got to battle on an island. Perform well and perhaps the Ooga Booga goddess will favor you. Not performing well leads to no love from the goddess above, which means your tribe suffers for all of eternity – deities are pretty close-minded like that.

To assure yourself of victory, the goal is to run around and beat the snot out of the other tribes. Characters can attack each other in a variety of ways, and every attack gives them a certain number of points. Much like your standard deathmatch, a round of Smakahuna runs a certain amount of time or to a certain number of points, but either way, you'll have plenty of ways to ensure a win.

All this and we haven't even delved into the online play. To fully appreciate this game, you have to get online and see for yourself the lack of any lag or packet loss. Stay tuned for the full review next month on IGNDC.

*– Anthony Chau* ∎

## Details ::

**Publisher ::** Sega

**Developer ::** Visual Concepts

**Genre ::** Action

**Players ::** 4

**Release ::** August 15, 2001

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# PROPELLER ARENA

**If Tom Cruise had a mullet...**



Even as busy as AM2 is, they are bringing even more goodness to the Dreamcast with Propeller Arena, their rendition of WWII aircraft combat action with deep gameplay elements, great visuals, and some of the most rockin' tunes to be featured on a Dreamcast game... butt rock lives indeed.

Select from several different WWII planes and if you geek out on this kind of stuff, you'll instantly recognize the P-51s, the P-38s, the Spitfires, and others. Once you've selected your aircraft, head out into the skies and shoot down as many opponents as you can while avoiding being shot down.

The flying mechanics are more arcade than sim, though you do have to watch your altitude since you can crash into the ground, as well as stall in the air. Beyond these real-life flying elements, the action is very fast and crazy; it only gets even wilder when the power-ups are activated. Power-ups range from additional weaponry, additional items, or effects that either help you (healing, stealth) or harm your opponents (reverse controls).

The game moves fast and looks good. I wish it blazed across the skies at 60 fps, though the frame rate is locked on to a solid 30. There are some nice explosive effects, neat motion-blur effects when you enable special evasion tactics, and the airplane models look great. But the visuals take a backseat to the auditory command; whether it's the sound of bullets whizzing by your plane, the sound of your engine has your rev it to the maximum speed, or the head banging tunes that you'll fly with, the sounds of Propeller Arena really lift up the enjoyment level of the game.

*– Anthony Chau* ∎

## Details ::

**Publisher ::** Sega

**Developer ::** AM2

**Genre ::** Action

**Players ::** 4

**Release ::** Summer 2001

Dreamcast :: Review

# FLOIGAN BROTHERS

It's been a long time, but finally Floigan Brothers is here... is it SEGA's Mario as promised?

When Bernie Stolar, former President of SEGA, uttered the words, "will do for SEGA what Mario did for Nintendo" to describe the Floigan Brothers project, gamers everywhere did a double take. SEGA fans already had our Sonic mascot, and to imagine another mascot on the Dreamcast as delightful as Mario – it was a dream come true. Sadly, it was too good of a dream. After years of waiting and waiting, Floigan Brothers is now here – and it's pretty damn good, although it still has its share of problems.

Even though the project has been in the works for so long being fine-tuned, it still has a couple of flaws that need to be addressed. For the most part, camera angles aren't too problematic. However, there are instances where the camera would get behind a wall completely obstructing your view; you would have to fudge with the camera controls (using the R and L Triggers) to get the camera back in the proper viewing position. Additionally, in open spaces you have complete 360-degree rotation of the camera, but once you get into a smaller area, the game restricts your camera movements. That's fine and dandy, but the angles they offer in these "restricted" viewing area don't give you enough to see.

But by far the biggest flaw in the game is the length – if you know exactly what to do, where to go, and how to solve the puzzles, you can breeze through this game in a little over an hour. Yes, an hour. It doesn't help that the puzzles aren't that challenging. Most just require a little bit of thought on how to get Moigle to interact with certain obstacles. It's such a shame that these few flaws might hamper your overall enjoyment as Floigan Brothers delivers great looks, awesome sounds, and cartoon comedy that will have anyone who has

laughed at a Tex Avery cartoon smile with great delight.

On the positive side of things, the AI in the game is excellent. Although Moigle might act a little simple-minded, you'll notice little nuances of Moigle's AI that are both hilarious and pretty cool. Bounce a beach ball within his sight and he'll run right up to it, pick it up, and ask if you want him to play.

To top off this zany gameplay are some of the most dazzling cartoony visuals I've ever seen. Colorful and filled with the cartoon standards, Floigan Brothers also presents some great jazzy tunes that are a throwback to the days of the classic Tom and Jerry cartoons. The frame rate is a little suspect as the game runs between 30 and 60 fps depending where Moigle is going and how fast you're changing the camera.

Woefully short and showing a few camera bugs, Floigan Brothers is just the first step in what I hope are even more zany adventures of our dynamic duo. Let's just hope it doesn't take another three years before we see some more Floigan comedy on another system. *– Anthony Chau, IGN DC* ∎







Well, natch. You're a genius. You know a lotta things I don't know.

## Details ::

| | |
|---|---|
| Publisher :: | Sega |
| Developer :: | Visual Concepts |
| Genre :: | Adventure |
| Number of Players :: | 1 |
| Release Date :: | August 1, 2001 |

## Ratings ::

| | |
|---|---|
| Presentation :: | 9.0 |
| Graphics :: | 8.8 |
| Sound :: | 9.5 |
| Gameplay :: | 8.5 |
| Lasting Appeal :: | 4.5 |

**Overall Score**

# 8.4

**Fran Mirabella**

## This Month in GameCube ::

Can you believe it? Space World takes place this month, and GameCube launches in Japan just three weeks later. Everyone who's followed the existence of *N200X* through *Dolphin* and now, finally, GameCube, will undoubtedly agree with me when I say that even though the wait has been long and painful, it's hard to believe we're at the cusp of it all. I'm absolutely going to be importing the system and the thought of coming home to *Wave Race: Blue Storm*, *Luigi's Mansion*, and *Super Monkey Ball* makes me absolutely giddy with excitement. Even if the console only sees those three games for launch, I can envision playing through them week after week until GameCube launches stateside. Fortunately, we know that *Pikmin* will hit Japanese streets on October 26, and *Super Smash Bros. Melee* -- one of the most anticipated games by all -- will follow shortly after in November. This begs the question: if SSBM launches in Japan in November how will it make the U.S. launch? The mere notion makes me nauseated -- don't let us down Nintendo.

For more Cube news, reviews, previews, and more, visit **http://cube.ign.com.**

**the SPORTS of GAMECUBE**

### Feature Story ::

### Also In This Issue ::

**Preview :: Universal Studios**
Kemco is bringing Hollywood to your living room for GameCube launch.

**Preview :: NFL QB Club 2002**
Acclaim will go head-to-head with EA's Madden franchise this holiday season.

## Editor's Most Wanted ::

1 :: Pikmin

2 :: Super Smash Bros. Melee

3 :: Rogue Squadron II

4 :: Luigi's Mansion
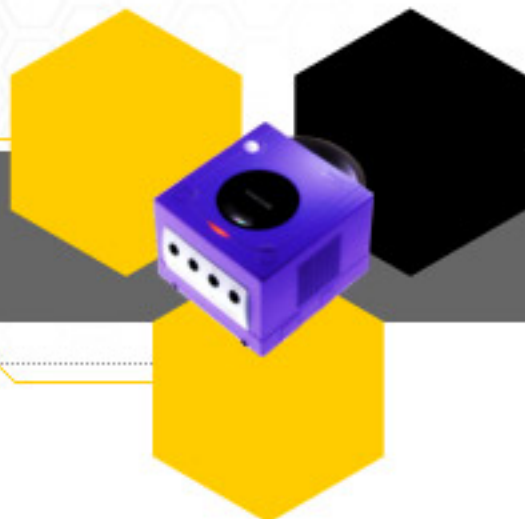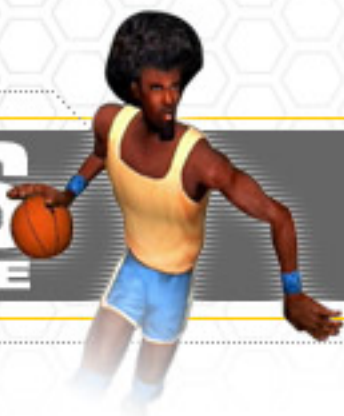
5 :: Wave Race: Blue Storm

### Office Abuse ::
Fran bites her nails 24 hours a day in her long, arduous wait for the GameCube.

# SPORTS
## of GAMECUBE

**Sports titles are the biggest appeal for mature gamers, and GameCube's got 'em all.**

From the very first time Nintendo announced its next-generation home console, now officially named GameCube, gamers have been wondering if it will see the same kind of software support as the Nintendo 64 did. Outside of the yearly triple-A releases, the N64 didn't see too many titles that mature gamers could enjoy. Because of that, many deemed the Nintendo 64 a "kiddie" console, and have been wondering if GameCube will be lacking in the same areas. If we take a closer look, though, Nintendo has already put a strategy in place that will appeal to more mature audiences.  It's a simple game plan; one that involves nearly all the top sports franchises on the market. Electronic Arts, Acclaim, Midway, Konami, Activision, Sega Sports, and Nintendo itself will all be bringing something to the table. From simulation to the most extreme style of sports, GameCube will receive the proper software support. To give you an idea of what's coming down the pike, we've compiled a list of all the announced titles.

## ELECTRONIC ARTS ::

### 1. Madden NFL 2002
Developer: Tiburon
Release Date: November 5, 2001
Unlike the Nintendo 64, only the newest versions of Madden will be released for GameCube. Madden NFL 2002 is based off of most of the work that went into the title's 2001 release on the PS2. Regarded as one of the best football simulations, it is expected to hit GameCube in prime form for launch.

### 2. SSX Tricky
Developer: EA Canada
Release Date: November 15, 2001
The SSX franchise, an extreme snowboarding game, was originally created for the PlayStation 2. The game got so many acclaimed reviews that EA decided to follow up with SSX Tricky for all next-generation consoles. The upgrade is largely based on the previous version but will draw more focus to the outrageous tracks and tricks.

## the SPORTS of GAMECUBE

### 3. NBA Street

Developer: EA Sports
Release Date: Q2 2002

After its success with SSX, Electronic Arts formed an extreme basketball game with a similar tricks system.
NBA Street offers up all your favorite licensed NBA players, playable on down-home street courts located across the United States. Basketball fans looking for a more aggressive, over-the-top take on the sport need look no further.
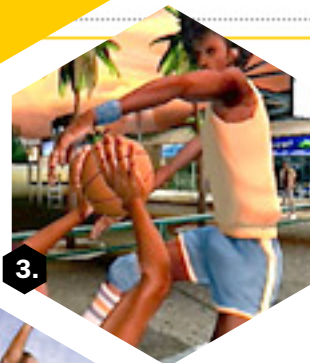


### 4. FIFA Major League Soccer

Developer: EA Sports
Release Date: TBA 2001

One of the most thorough soccer simulations out there, FIFA Major League Soccer will feature one to four players, with all the national teams and leagues, including every player. It's a soccer lover's dream and will bring the sprawling grass fields right into your living room.



## ACCLAIM ::

### 5. NFL Quarterback Club 2002

Developer: Acclaim Austin
Release Date: November 5, 2001

Acclaim is going on the offense, pitting NFL Quarterback Club 2002 against EA's Madden franchise. Historically Madden has always been better, but Acclaim is implementing a fresh new defensive play-calling system, which will rewrite the idea of a playbook. You will be able to set up custom defensive plays by selecting your line, coverage, and individual stunts and blitzes.



### 6. All Star Baseball 2002

Developer: Acclaim Austin
Release Date: November 5, 2001

All-Star Baseball 2002 was first released on the PlayStation 2, but Acclaim decided that baseball fans needed a great game for launch. For that reason ASB 2002 will see a winter release in November when GameCube launches. Utilizing some of Acclaim's best technology, All-Star Baseball is one of the best baseball games on the market.



### 7. All-Star Baseball 2003 (image not available)

Developer: Acclaim Austin
Release Date: TBA 2002

Naturally Acclaim is hard at work on the next edition of its baseball franchise, All-Star Baseball 2003. This title is planned for a more timely release on GameCube during the baseball season and will have the roster

gamecube :: feature

## the SPORTS of GAMECUBE

to match it. Expect a more polished GameCube version with better animations, and other graphical flare.

### 8. Dave Mirra Freestyle BMX 2
Developer: Z-Axis
Release Date: November 5, 2001
BMX star Dave Mirra will see his second game, Dave Mirra Freestyle BMX 2, arrive on GameCube when the system launches in November. The game delivers big, big 3D levels into the hands of awaiting freestyle junkies, letting players perform nearly every combo in the book as well as those that aren't.



### 9. Jeremy McGrath Supercross World
Developer: Acclaim
Release Date: TBA 2002
Jeremy McGrath Supercross World has a history for being a poor dirt bike game, but now that Acclaim is dealing with ultra-powerful next-generation consoles like GameCube it may have less trouble bringing its vision to life. We don't know if it can compare to Nintendo's classic Excitebike franchise, but it looks it may be one of the first supercross games out of the gate in 2002.
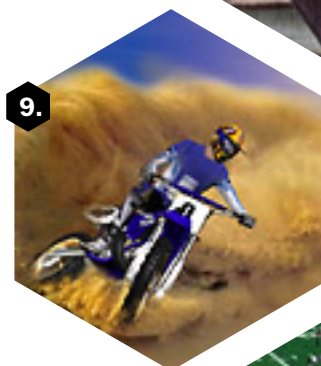


## MIDWAY

### 10. NFL Blitz 2002
Developer: Midway
Release Date: November 5, 2001
NFL Blitz 2002 is the most recent upgrade to a football franchise that is not for the faint of heart. It lets players tear up the fields, with the hardest-hitting tackles and most uncalled-for behavior you would never expect from NFL teams. This is how football would be played if no one had to worry about visiting the emergency room.



### 11. NHL Hitz 2002
Developer: Midway
Release Date: November 5, 2001
NHL Hitz 2002 will appeal to the same, rough 'n' tough crowd that Blitz appeals too, only now you can take your aggression out on the ice. It features unheard of power ups, licensed NHL teams, and the first fully three-dimensional crowd ever.
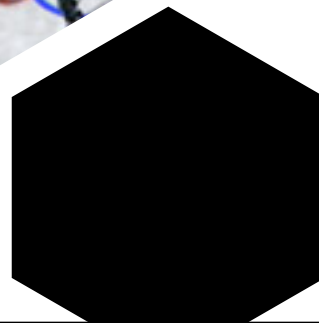


### 12. Red Card Soccer  (image not available)
Developer: Point of View Software
Release Date: TBA 2002
Next to nothing is known about Red Card Soccer other than that it is

## the SPORTS of GAMECUBE

inspired by the same brutality found in Blitz and Hitz. The game will feature all of the licensed soccer teams, stadiums from around the world, as well as advanced AI and the ability to perform bone-crunching tackles.

# Nintendo ::

### 13. NBA Courtside 2002
Developer: Left Field
Release Date: November 5, 2001
The only basketball simulation in the near future of GameCube, NBA Courtside 2002 is based off of the past successes of Left Field's Kobe Bryant. However, it's no rehash as Courtside 2002 brings a new passing system to the game courtesy of GameCube's C-stick, as well as aggressive/turbo buttons for big jams. The face detail and animations alone will make this a baller's must-have.

### 14. Wave Race: Blue Storm
Developer: NST
Release Date: November 5, 2001
Wave Race: Blue Storm is the sequel to Wave Race 64, which is still considered by most as one of the best water-based racing games to date. Blue Storm takes that to an entirely new level with unparalleled wave effects, customizable weather settings, and a new turbo feature allowing for unheard of short cuts. Top it all off with four-player support and a solid framerate, and you've got the recipe for a killer launch title.

### 15. 1080° Snowboarding 2
Developer: Left Field
Release Date: TBA 2002
Another sequel to a franchise that saw its birth on the Nintendo 64, 1080° Snowboarding 2 is set to bring the sky-scraping, snow-covered mountains to GameCube. Nintendo still refuses to release any details or screenshots of the game, but since it is based on the previously released N64 version gamers should expect unreal vertical drops, a dedicated stunt mode, and a tried-and-true physics model.

# Others ::

### 16. International Superstar Soccer
Publisher: Konami
Developer: Konami
Release Date: TBA 2001
International Superstar Soccer or ISS, as fans of the series like to call it, is ultimately considered the king of soccer franchises. Despite the fact that it doesn't have the FIFA license, it sells millions year after year in


13.


14.


15.


16.

## the SPORTS of GAMECUBE

Europe because of its solid gameplay. It's rules-based soccer at its best, and you'll be able to custom edit your teams and even weather conditions.

### 17. Rally Simulation (image not available)

Publisher: Ubi Soft
Developer: Ubi Soft
Release Date: TBA 2002

We have absolutely no details on this one. Even the supplied name, Rally Simulation, is generic. Judging from the name, though, the game will no doubt bring a highly realistic rally simulation to the GameCube. Hopefully it uses a few well-known car brands and familiar cross-country settings.

### 18. MX 2003 featuring Ricky Carmichael

Publisher: THQ
Developer: THQ
Release Date: Spring 2002

THQ is branding MX 2003 featuring Ricky Carmichael as "dirt-bike racing for the next-generation." Players will be able to compete in championship races, perform big-time tricks in freestyle mode, or even cruise freely on open terrain. Featuring professional riders and authentic courses modeled with satellite data, MX 2003 looks to be in first place for the best dirt-biking experience for 2002.
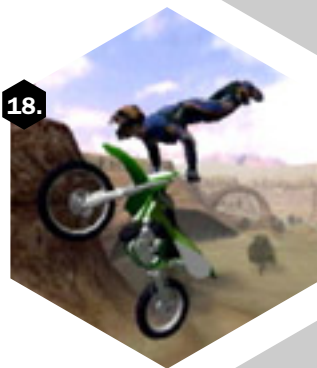


### 19. Tony Hawk's Pro Skater 3

Publisher: Activision
Developer: Neversoft
Release Date: TBA 2002

Unless you've been living in a cave, the prospect of Tony Hawk's Pro Skater 3 should have you watering from the mouth. THPS goes beyond every other skateboard franchise out there with brilliant level design and an addictive combo system. The tricks system now includes the almighty revert function, which lets skaters link vert ramp tricks with street-based combos. In addition to all this it will feature online support, yet another feat for the skating genre.
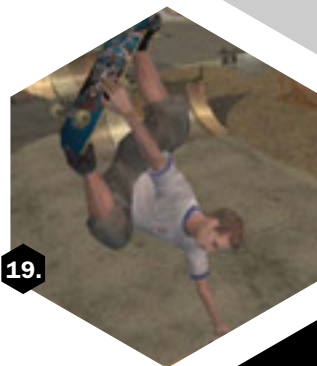


## Sega ::

While it hasn't been officially announced, Sega Sports will bring its full lineup to GameCube. All its franchises including NFL2K, NHL2K, and NBA2K will arrive on the system. The only officially announced title is Virtua Striker 3, which is exclusive to GameCube.

# the SPORTS of GAMECUBE

## 20. Virtua Striker 3

Developer: Amusement Vision
Release Date: January 2002

The franchise is most famous in Japanese arcades, so scoring the exclusive console version of Virtua Striker 3 for GameCube is a big win. There are no licensed teams, but the player models and stadiums are gorgeous. It's an arcade game at heart, where out-and-out offense is the only way to win. In addition to that there's plenty of time on the clock, which results in outrageously high-scoring games.

By the end of 2002, GameCube will have seen over 20 sports releases, and probably much more than that as new titles are announced all the time. People usually think of blood and an intelligent storyline when defining "mature gaming." But, the truth is that sports are ultimately the biggest draw for older gamers. Knowing how important that is, Nintendo has created a foundation of the most popular sports franchises available for GameCube. In combination with GameCube's low price, it's a Trojan horse to get the console into homes, and it's just crazy enough to work. *– Fran Mirabella III*

**20.**

# SPOTLIGHT :: IGN SPORTS?

## UNDER THE HELMET
# NFLUTH.COM

**Although IGN doesn't have its own sports web site,** one of our very own editors *does* run the official **NFL Under the Helmet** web site out of our office. Aaron Boulding of IGN64 fame moved over to run this channel and opened the Nintendo editor position for Fran.

NFLuth.com has in-depth interviews, in-your-face game action, behind-the-scenes access and exclusive interactive features, including footage not seen on the show. Be sure to check it out and drop Aaron an email!

gamecube :: previews

## GameCube :: Preview
# UNIVERSAL STUDIOS

**Kemco is bringing Hollywood to your living room for GameCube launch.**



A place where movies come to life, Universal Studios is the one-stop theme-park destination if you want a chance to experience the excitement seen on the silver screen. With that in mind, Kemco has decided to bring GameCube fans as close to the action as possible with its new game simply titled, Universal Studios. Using the power of the console, Kemco has the opportunity to create an interactive Universal Studios theme park experience that will bring the flashy, heart-pounding rides to your living room. Woody Woodpecker will act as the park mascot and guide you through your adventure offering tips and advice.

Using first and third-person perspectives, players will have the chance to ride attractions based on famous Universal movies including Back to the Future, Jurassic Park, Back Draft, E.T., and Jaws. Upon completing each ride you'll receive a stamp, whose color reflects how well you performed during the ride. If you do exceptionally well you'll unlock secrets and be able to explore backstage areas. And, just like a real life theme park you'll only have one day -- dawn to dusk -- to enjoy the park. Exactly how this gameplay pans out hasn't been revealed yet. But, you won't have to wait long to find out because Kemco is releasing Universal Studios for GameCube's U.S. launch. There will be a special Japanese release that lets players explore Universal Studios Japan. *-- Fran Mirabella III* ◼

## Details ::

**Publisher ::** Kemco

**Developer ::** Kemco

**Genre ::** Other

**Players ::** 1

**Release ::** Nov 5, 2001

## GameCube :: Preview
# NFL QB CLUB 2002

**Acclaim will go head-to-head with EA's Madden franchise this holiday season.**



For the last few years Acclaim's NFL Quarterback Club franchise has been in a rut. The teams lacked the technology and finesse to compare with Electronic Arts' Madden and Sega Sports' NFL2K. But Acclaim has been busy heavily investing into research and development, and it finally seems to be paying off. This is evident to those who have experienced the slick gameplay and pretty visuals of All-Star Baseball 2002 on the PlayStation 2. Acclaim says the same kind of spit and polish will be going into its GameCube launch title, NFL Quarterback Club 2002. The company's goals are lofty, as it's pitting the game in direct opposition to Madden. The team, filled with optimism, is convinced they can make an all-around better game than Madden, too. They believe they can create a more exciting, more responsive game, with better-looking visuals to boot. Not much is known about the game at the time, but the most interesting feature is its new system of defensive play-calling. The book of cliché, preset plays will be swapped out for a system that blends traditional play selection with a custom play editor. Selecting your defensive play in QBC 2002, instead of picking a single preset, will be a three-step process: select your line, then select your coverage, then assign stunts and blitzes to particular players. For now, though, it's a wait-and-see situation until we can experience Madden 2002 and QBC 2002 hands-on. *-- Fran Mirabella III* ◼
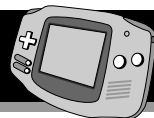
## Details ::

**Publisher ::** Acclaim Austin

**Developer ::** Acclaim

**Genre ::** Sports

**Players ::** TBA

**Release ::** Nov 5, 2001

**Craig Harris**

## This Month in Handhelds ::

Ever since the Game Boy Advance was announced, the question's been asked by readers over and over and over. "Will Smash Bros. come out for the GBA?" If that's been in the back of your mind, trust me…you're not alone.

Now, I'm about to go way out on a limb. Nintendo must know that gamers want a portable version of Smash Bros., and since the game is strictly 2D in game design, I'm predicting that by Spaceworld at the end of this month Nintendo will announce a GBA spin-off of the mascot fighting series. The game is a heavy focus for Nintendo/HAL in Japan, and it would be naïve to think that nobody in that development team wouldn't think the design would make a great portable title. Sure, the graphics would have to be considerably scaled down from the 3D engines of the past two titles, but with pre-rendered characters, the game could really cook on the GBA.

Come on…four player, portable Smash Bros. You don't think it's gonna happen?

For more handhelds news, reviews, previews, and more, visit **http://pocket.ign.com.**

**FEATURE ::**

# First Person Shooters

Get ready for an onslaught of violence. We look at five 3D-style action titles that will hit the Game Boy Advance this year.

## Feature Story ::

## Editor's Most Wanted ::

**1 ::** A cocktail table Ms. Pac-Man arcade machine

**2 ::** Discs of Tron stand-up arcade machine

**3 ::** I, Robot arcade machine

**4 ::** An original 1983 Dragon's Lair machine

**5 ::** A larger, more affordable apartment

**Review :: Klonoa: Empire of Dreams**
Namco's floppy-eared mascot leaps onto the Game Boy Advance in an extremely satisfying adventure.

## Office Abuse ::
Craig has found Amelia Earhart, Jimmy Hoffa and a new species of dinosaur under the mess on his desk.

## FEATURE ::

# First Person Shooters

Get ready for an onslaught of violence. We look at five 3D-style action titles that will hit the Game Boy Advance this year.

by Craig Harris

**G**et ready for an onslaught of violence. We look at five 3D-style action titles that will hit the Game Boy Advance this year.

What a shame that the Game Boy Advance system was never designed for 3D – it lacks the 3D hardware console and PC systems have been enjoying for more than half a decade now. But that hasn't stopped developers from trying to push the system as far as it can go, and there are at least five first person shooters in the works for release in 2001 with who knows how many to come in the next few years.

It only makes sense that the first person shooter genre hits the GBA system. The system is much more powerful than the Game Boy Color, with capabilities for four player network support. (While first person shooters have always excelled in multiplayer, it's new territory on the handhelds.) Apart from a few PC conversions to Palm and Pocket PC units, the handheld market has been generally FPS-free. Not anymore.

But to expect Quake-quality 3D games from the Game Boy Advance is just silly. Each first person shooter in development for the GBA is using a raycasting-style engine -- a pseudo 3D technique that's been in use and popularized in games such as Wolfenstein 3D and Doom for years. The benefit of a raycasting engine is that it can run on relatively low system requirements and memory. However, several limitations are in place, including the inability to freely move the camera. The viewpoint in these games is pretty much stuck on the same axis throughout the entire game, which means your ability to look up or down is severely hindered (or non-existent), as is the game developer's level-design capabilities, since walls are required to be laid out at harsh angles. Raycasting engines died out a few years ago, when CPU and 3D power increased, and on the console and PC systems today you'll mostly find polygonal engines at work. But they've found a home back on Nintendo's powerful handheld system.

Here's a look at what we can expect to find on the Game Boy Advance in the next few months.

## BACKTRACK ::

**Publisher:** Telegames
**Developer:** JVGames
**Expected release:** September
**Four player deathmatch?** Yes



The first Game Boy Advance FPS shooter to market is this futuristic offering from the team that brought a pseudo-3D dungeon crawler to the Game Boy Color (and previously for the PC and Atari Jaguar): Towers. Though the game design is certainly ambitious enough, with over-the-top weaponry like a Vacuum and a Bubble Gun, the developer has created what could be considered the most basic of all the FPS engines on the system. The engine doesn't allow for anything more than cube walls and 90-degree angles for the wall structures. The game contains no staircases, no bridges, and no overhanging ledges. But hey, this might be the only 3D shooter on the GBA that actually has a floor texture.

The limited level design does hinder the enjoyment of the game's two deathmatch options, as it's very difficult to hide and camp in a room when everyone is running around on the same floor. But the team has definitely focused on link cable support. The game will save kill/killed stats for each character after a battle. And players can choose one of five different characters, each with its own weaponry in multiplayer brawl. This is also the only GBA FPS game announced that features bot characters, computer ▶

# First Person Shooters (cont.)

controlled players that run around the multiplayer levels when there's fewer than four human opponents.

**Initial impressions:** The first FPS to market shows programming competence, but where everyone else is doing Doom, these guys put out Wolfenstein.

## ECKS vs. SEVER ::

**Publisher:** BAM Entertainment
**Developer:** Crawfish Interactive
**Expected release:** November
**Four player deathmatch?** Yes



Way back before the Game Boy Advance was even in the hands of Japanese kids, Game Boy developer Crawfish had created several game engines in order to test the GBA's system capabilities, as well as to secure work from potential developers. One of these game engines was a Doom-style FPS engine – the team even used a level file from Doom to get the thing running on the portable. After a short time shopping this engine around, Crawfish landed a publisher and a game from BAM Entertainment: Ecks vs. Sever.

   This game is based on a film, still in pre-production, that will make it into theaters sometime in late 2002 – so BAM is really getting the jump on the license with a game release in November. In the game you can play as either the cop or the bad guy from the movie, and complete missions based on which character you choose. And since the plot is set in as close to present time as possible, most of the weapons in the game are based on what's on the arms market today. The game engine allows for varying terrain, staircases, ledges, windows, and pillars – it even goes inside and outside. Our only real worry is with the game's framerate, as the last version we saw of the title in action

was at E3, running at a slightly choppier rate than the rest of the available first-person shooters at the show.

   But the multiplayer modes were intact, or at least Deathmatch was. Up to four players will be able to link up. Also, been thought that Crawfish might be able to throw in a single cartridge multiplayer option, along with the usual cartridge-per-system link. However, technical and time issues might put this option on the backburner.

**Initial impressions:** Ecks vs. Sever is the only FPS on the Game Boy Advance not set on a distant world or in the future. That's pretty refreshing, if you ask us.

## DARK ARENA ::

**Publisher:** Majesco
**Developer:** Graphic State Games
**Expected release:** November
**Four player deathmatch?** Yes



Majesco's cleaned up their act on the Game Boy Advance, as the publisher has been securing some of the most ambitious titles for the system. One of their most promising acquisitions was the publishing rights to an extremely ambitious first-person shooter by European developer Graphic State Games. Like Crawfish and its Ecks vs. Sever, Dark Arena started out as a demo engine to show around to potential publishers. Majesco liked what they saw and signed on the dotted line – and as progress continued on the game, the engine's potential increased.

   Though it will be a few more weeks before we'll be able to tell if the developer knows how a good FPS should play, we've seen the engine in action and it's definitely the smoothest and most versatile yet created for the Game Boy Advance. In this futuristic world with tons of weaponry and ammunition, character sprites are large and detailed and room designs are more elaborate than other games of the genre on the system. And what's more, the framerate is extremely high for what the developers are pulling off on the system. The game even has a sniper mode to tag enemies (including actual human players via link cable) from long distance.

**Initial impressions:** This game has the most versatile game engine of the load – hopefully the gameplay will be just as impressive. ▶
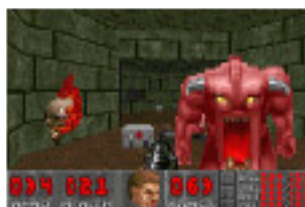
**First Person Shooters**
(cont.)

## DOOM ::
**Publisher:** Activision
**Developer:** David A. Palmer Productions
**Expected release:** November
**Four player deathmatch?** Yes



Yep, the game that pretty much pushed the genre in new directions about a decade ago is heading to the Game Boy Advance. Unfortunately, id Software holds this and their other properties dear to their hearts, so trying to secure screens and details for this game was like pulling fangs from beasts.

Here's what we know: the Game Boy Advance version will feature the PC game's original 27 levels of single-player mayhem in the space colony. But link up a friend and you will both be able to cooperate and clean house of all the demons and undead marines. The game will also feature a load of multiplayer deathmatch options, including Tag and a "last man standing" design. You can also enter the game's single-player survival mode, where you get one life and no healthkits and must blast away at an endless swarm of enemies. And if you think you're good enough, each level will also have a time trial option -- see if you can meet the quota while beating the clock. And, like Ecks vs. Sever, the company even hints at a single-cartridge link option along with the standard multiple cartridge link feature.

However, with all this information known about the game, the one thing we don't know is how well it actually runs on the system, and there's nothing worse than a choppy first-person shooter. It'll be quite a coup if the developer can deliver all this and a fast and smooth playing adventure.

**Initial impressions:** On paper, this FPS is extremely ambitious. Let's just pray that the development team can follow through on their promises.

## DUKE NUKEM ::
**Publisher:** Take 2
**Developer:** Torus Games
**Expected release:** October
**Four player deathmatch?** No



Though Duke Nukem was the fifth FPS game announced for the Game Boy Advance, and will possibly be the second shooter on the market for the system, not much is known about the game. We were able to dig some details out of the producer, but unfortunately could not secure screenshots of the game in action by the time this feature went out.

Duke Nukem (the subtitle is yet to be decided) will be a slight spin-off of the still-in-development Duke Nukem Forever for the PC and next-gen consoles, with missions and locations that have branched out from that sequel. This game will be a strictly single player endeavor, which is a conscious effort by the development team, as they wanted to give gamers the best solo FPS adventure on the system. There's definitely talk of a multiplayer sequel using the game's engines, but for the first Duke game, you'll have to put your link cables away...you're not going to be using them.

Speaking of engines, while we haven't seen the game in action yet, the developers have based the GBA game around what's going on in the PC version of Duke Nukem 3D, so players will have the ability to look up and down, as well as wander around elaborate building structures that go upstairs, downstairs, and over ledges and out of windows.

**Initial impressions:** It's a bold move going single-player exclusive in a FPS, especially on the GBA, where link cable support is encouraged, but the development team is confident that the solo missions are strong enough to make people forget about link play.
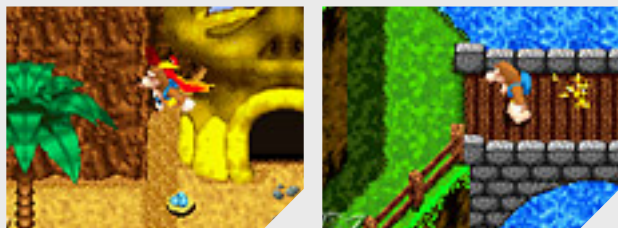
*-- Craig Harris* ∎

**handhelds :: previews**

## GBA :: Preview
# BANJO-KAZOOIE

**The bird and bear make a return to the videogame scene in an original Game Boy Advance adventure.**



Let's play a game of "What if." What if, at the end of the Nintendo 64 version of Banjo-Kazooie, Grunty the Witch had been rescued by her lackey, Klungo, instead of being rescued by her sisters, as it was told in the N64 sequel, Banjo-Tooie? That's the premise behind the Game Boy Advance game Banjo-Kazooie: Grunty's Revenge. It's an alternate universe sequel that takes place after the Nintendo 64 original, and it continues on as if Banjo-Tooie never existed.

In this Game Boy Advance sequel, Rare has taken the original N64 game and has turned it into an overhead design. It's no longer a 3D adventure, but that doesn't mean that you can't perform all the same moves that the bird-and-bear combination could pull off in the N64 design. This means you'll still be picking up the little jigsaw puzzle pieces (called Jiggies) and rescuing the cute little Jinjos, all the while running, jumping, flapping, flipping, and flying. We're hoping the trademark, goofy "voices" of the console versions will make the move, as the GBA certainly has the power in the audio department.

If you're a fan of the whole Banjo-Kazooie universe, then you'll probably pick up on all the little in-jokes and gameplay references that Rare will interject into this sequel. The Game Boy Advance adventure won't be ready for release until sometime in 2002, so our first look at the game back at E3 was merely a taste of what's to come. Will Rare's GBA development teams retain the magic of the console? We certainly hope so. *– Craig Harris* ■

### Details ::

**Publisher ::** Nintendo

**Developer ::** Rare

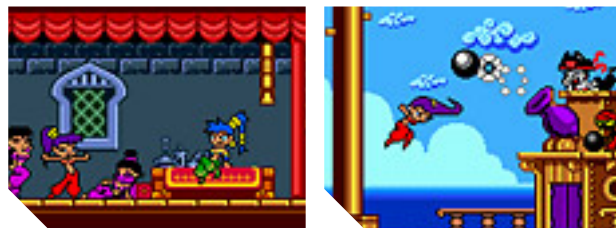**Genre ::** Platform

**Players ::** 4

**Release ::** TBA 2002

## GBA :: Preview
# SHANTAE

**She's cute, she's perky, and she wears skimpy clothing. What's not to like about this Game Boy Color heroine?**



With the Game Boy Advance out on the market now, you're not getting a whole lot of press on any Game Boy Color title. And it's not really a mystery why: the Game Boy Color hardware is old-hat. Everything's been seen before; there's not much else you can do with it. Or is there...?

Enter Shantae, an action adventure game in development at WayForward. This game has been in development for well over a year now (and probably much more that that, unofficially). In Shantae, players control this half-genie in a side-scrolling environment. Levels have been designed around Shantae's ability to transform into different animals, from a powerful elephant to a limber monkey, even a harpy that can take to the skies like a graceful bird. There will also be a few minigames, i.e. a Dance Dance Revolution clone. All this could make Shantae one of the best platformers ever created for the GBC.

WayForward has had a hard time securing a publisher so that Shantae could end up on shelves and in gamers' hands. The problem is simple: the game is so advanced on the GBC that it requires the largest available cartridge for the system (four megabytes), as well as battery-backed SRAM to save games in progress. All of this means that publishers will have to spend a lot of cash upfront to get Shantae manufactured. Still it's highly probable that we'll be playing this game by year's end. *-- Craig Harris* ■

### Details ::

**Publisher ::** Unknown

**Developer ::** WayForward

**Genre ::** Platform

**Players ::** 1

**Release ::** TBA 2001

## GBA :: Review
# KLONOA: EMPIRE OF DREAMS

**Namco's floppy-eared mascot leaps onto the Game Boy Advance in an extremely satisfying adventure.**

I don't know what this guy is, but I like him a lot. Namco's cute little fuzzy hero has made the leap from the PlayStation to the Game Boy Advance in fine form, bringing a fresh take on the platform genre to the handheld.

Klonoa has wandered into a world where he cannot sleep -- it turns out that the emperor of this world has forbidden the citizens to dream. Klonoa is recruited to help the people thwart the four beasts that wander the world and overthrow the evil emperor so the citizens can finally rest easily and dream to their heart's content.

The reason why Klonoa: Empire of Dreams is so good is simple – the game may be "yet another platformer," but you have to appreciate all the thought that went into each level design. You don't just wander left to right collecting tokens to get to the end -- a lot of thought is required to advance through all of the game's stages. Klonoa can grapple most any enemy in the game, and with them in paw, he can throw them down to jump to reach higher ledges. This simple technique is crucial in a lot of the game's puzzles. You'll also have to learn how to get through water filled areas without getting wet, hit distant switches with exploding enemies, stack boxes to gain access to out-of-reach platforms, utilize weights to compress and expand accordion-style surfaces. There's a lot to do in Klonoa, and your brain will be taxed throughout the five-world adventure.

Compared to other Game Boy Advance platformers like Rayman and Pinobee, Klonoa lacks color depth and large character sprites. But the developers make up for it by utilizing more than just the system's higher color capabilities – characters will squish and stretch, rooms will rotate smoothly, and the camera in Boss levels will zoom in and out of the action, all thanks to the Game Boy Advance's hardware scaling and rotation capabilities. The sound hardware is also used a lot better than it is in other games on the system. There are crystal clear voice samples of Klonoa taken from the PlayStation game, as well as very happy music that sounds like it was ripped out of Nintendo's Kirby universe, and that's a good thing, since it fits the theme well.

After playing through Klonoa's quest on the GBA and experiencing his just-released PlayStation 2 game, I'm seriously hoping for Namco to continue this fur-ball's career on the handheld – his first GBA adventure is absolutely wonderful.

– Craig Harris ∎

## Details ::

**Publisher ::** Namco
**Developer ::** Namco
**Genre ::** Platform
**Number of Players ::** 1
**Release Date ::** August 2001

## Ratings ::

**Presentation ::** – –
**Graphics ::** 8.0
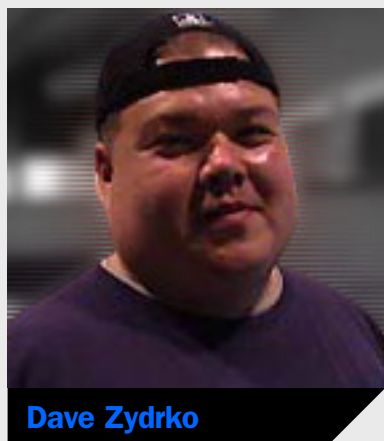**Sound ::** 8.0
**Playability ::** 10
**Lasting Appeal ::** 9.0

**Overall Score**
# 9.0

**Dave Zydrko**

### This Month in PlayStation 2 ::

Another month has passed that has seen me average less than four hours of sleep per night, and I honestly have loved every minute of it. This is one hell of a time to be a gamer, and an even better time to be a PlayStation 2 gamer.

Sony's much-criticized system has had a very strong summer, and things will even get better as there are even more great titles on the way. If the release schedules hold up, we're going to see at least one or two must-own titles released for PlayStation 2 each month for the rest of the year.

As a game editor who luckily gets a lot of this stuff for free, I just don't have the time to play all of these great games. But, I guess having too many games to play and not enough time is a much better position than being faced with deciding which must-own game you'll have to pass up. Then again, both situations beat having to play a crap game because nothing else is out there.

For PS2 news, reviews, previews and more visit http://ps2.ign.com.



## Feature Story ::
**048** :: Import Impression: Final Fantasy X

## Also In This Issue ::
**050** :: Previews



**Preview :: Harvest Moon**
The ultimate farming simulator is on its way to Sony's powerful black box.



**Preview :: WWF SmackDown!**
The top selling wrestling franchise is set to make its 128-bit debut this fall.

## Editor's Most Wanted ::

1 :: Cure for Herpes

2 :: Metal Gear Solid 2

3 :: Ico

4 :: Final Fantasy X

5 :: Jak and Daxter: Precursor Legacy

### Office Abuse ::
**Dave is the sexiest editor at IGN according to Anthony Chau's mom.**

IMPORT IMPRESSIONS :: FINAL FANTASY X

## Final Fantasy X makes its debut in Japan, and our in-house Japanese-speaking gamehead gives us his take.

**D**amn, sometimes living in the US is just plain hard. While we're sitting here on the other side of the pond (that being the Pacific Ocean), looking at Japan with envious eyes, millions of lucky Japanese gamers were able to buy and play Final Fantasy X when it was released, Thursday, July 19. Still, that doesn't mean we couldn't import one ourselves, and, thanks to this lovely job at IGN, we did just that.

Let's get the formalities out of the way; many Japanese game publications have been saying that FFX's graphics are beautiful. Well no, they're gorgeous! From the moment the opening movie appeared on the TV screen, my jaw has been sitting on the floor. The opening movie is so well drawn that at first I thought it was a pre-rendered CG movie. It was actually the realtime in-game graphics engine.

After the opening movie, Tidus, the lead character of FFX and a Blitzball star, is shown meeting a group of his Blitzball fans. One of the biggest improvements in FFX is the detailed body language of every character, both major and minor. In this first scene, Tidus' body language, voice, and speech pattern all work together to help show the player Tidus' personality perfectly. Everything about Tidus' body language screams Japanese, from the way his arms wave to the way he leans forward when talking to his kid fans. It's as if Square went and got some young pop star and converted him into an animated character. The detail in the body language isn't only limited to Tidus and other major characters either. The way fangirls ask Tidus for his signature and the way characters interact on screen are done so well that playing FFX is almost like watching a Japanese drama. Everything in the game is just so Japanese.

That's one of the biggest things that I noticed about FFX: In many ways it's more Japanese than any of the previous Final Fantasy games. There are many things in the game that someone familiar with Japanese culture and Japanese in general would catch and understand. But, for those that aren't familiar, all those things could seem comical, and almost stupid, at times. For example, in the first scene, one of Tidus' fangirls tells him that she has been a fan of his every since his debut. The way she gets on her tiptoes has a very Japanese feel. They're the kinds of things you'd see in a female Japanese fan of some pop star. But to others, like those of us in the US, who aren't familiar with this kind of body language, these reactions might seem so stupid or out of place that they might have the potential to ruin the experience. Personally, these things don't seem out of place or ruin my experience with the game because they add a certain personality and make it that much more fun to play.

Coupled with the body language is the addition of voices for the characters. No doubt one of the most, if not the most, requested feature in Final Fantasy, Square finally introduced this in FFX. The best part about the voices is that they weren't added as an afterthought or a gimmick; it's obvious that voice acting was one of the major elements of FFX throughout the game's development. Considering that I'm a fan of anime, voice acting always has been one of those things that I pay attention to. I'm happy to say that any fears that I might have had for bad voice acting disappeared the second Tidus opened his mouth.

Tidus' voice fits his character perfectly. The young, energetic and cheerful voice coming out of his lips sounds perfectly natural and fits Tidus' character design. In my opinion, Lulu's, Auron's, and Rikku's voices stood out especially as being good. That's not really surprising as Lulu's and Auron's voice actors (Rio Natsuki and Hideo Ishikawa, respectively) have both done game and anime characters before. That's not to say that the voices are perfect, though. There are scenes where I can tell that Yuna's voice actress isn't experienced enough and was unable to express Yuna's emotions as clearly as she might have. ▶

But as I mentioned earlier, the voices weren't just tossed in at the last minute. With the addition of the voices, the atmosphere of the game just feels that much more complete, reinforcing the cinematic feel of FFX. The voices added depth to the personality and thoughts of each character.

I need to point out that, like the body language, the way each character speaks is also very Japanese. For example, at the end of most of Tidus' sentences he adds an additional "~su" sound. If I remember correctly, this is one of the current styles of slang among teenage Japanese guys. Or there is the way that Yuna talks, which reflects her pure/innocent personality well. All of this is very Japanese and it'd be interesting to see how Square is going to deal with this aspect of FFX in the US.

Another of major changes to FFX is the leveling up system. Instead of leveling up and gaining abilities automatically, the Sphere System gives the players control over how their characters grow and develop. Basically, an additional step has been added above gaining experience points. In the past Final Fantasy has automatically rewarded players with new abilities and increases the statistics of each character. This power is now given to the player. Instead of earning experience points, the characters earn Ability Points that go toward earning Sphere Levels (S.Lv). The S.Lv then can be used on the Sphere Board (where you make all the decisions and level ups) to move from sphere to sphere. Each sphere on the board can give new abilities or add to existing attributes, but only if they're activated by using the various Sphere Items that can be picked up through battles. Even though abilities are unique to each character, every character is on the same Sphere Board. This means that potentially every character can link to every other character and learn those abilities as well.

Personally, the Sphere Board thus far hasn't had that much of an impact on the way I play the game. But for those players that like to have more control over their characters, the Sphere Board should be a welcome addition. Imagine having a magic user that deals as much physical damage as a melee fighter, or a melee fighter that has black magic up the wazoo. The Sphere Board has the potential to make the game more interesting and more hands-on than ever.

All this upgrading and leveling up would be pointless if they weren't used well in battles, so let's talk about the battle system now. FFX replaced the Active Time Battle system that has been in use since FFIV with the Count Time Battle (CTB) system. Basically, CTB is a turn-based system that's based on the Speed attribute of each character. In other words, how often and how fast a character appears depends mainly on their Speed. Of course, spells such as Haste or other items/spells that affect the Speed of each character would be reflected in the battle. To show this to the player there is a CTB Window at the top right corner that shows the battle order of both friendly and enemy characters. This adds a certain level of strategy to the battle by allowing the player to plan their attack/battle plan accordingly.

Another major change to the battle system is that character switch outs can be done in battles. In previous FF games, the battle party could only be changed in the menu, not in a battle. In FFX, however, all available characters can be switched in or out by using the L1 trigger without loosing a turn. This is very convenient, especially if one of the characters is dying but there isn't time to heal them. You just kick them out of the battle and bring someone else in. In addition to switching characters, it's also possible to switch weapons and armor through a sub-menu during the battle – the character looses a turn but it's useful when fighting against monsters that are weak against a certain element. For example, if you're fighting against Bomb (the fire monster), it wouldn't help to keep hitting it with a fire-element weapon; however, using the switch out it's possible to switch the weapon to a water-based weapon and deal much more damage.

Lastly, we must get to the plot. All these changes and improvements would be useless if the story was crappy. The story for FFX goes something like this:

For 1,000 years the world known as Spira has been under constant attack by the gigantic entity known only as "Sin." The only method known to be effective in fighting against Sin is the legendary Ultimate Summon, which can be used only by the sacrifice of the powerful summoner bloodline. Ten years ago, the High Summoner Braska, together with his two Guardians, Jecht and Auron, sacrificed themselves in the Ultimate Summon to defeat Sin. Ten years later, Sin has reawakened and resumed his vicious attack on the world. Yuna, the daughter of High Summoner Braska, together with her Guardians, Black Mage Lulu, Blitzball player Wakka, and Ronso (a tribe of lion-like beastmen) Kimahri Ronso, carry on her father's mission to save the world of Spira. At the dawn of Yuna's journey, Tidus, another Blitzball player from the city of Zanarkand, joins up with the party to find the Ultimate Summon of legends.

The premise of the story - "to save the world" - is a standard one. I'll tell you this, though, the story is never really as simple as it seems. Just 10 minutes into the game, I was shocked with a big surprise. Ever since that moment I've been having trouble putting the controller down because I want to learn more about the plot and all the mysteries in the game. What is Sin? Why is it attacking Spira? What is the Ultimate Summon? Why is Lulu carrying Mogli? A lot of unanswered questions, to be sure. Every time the game gives me a piece of the puzzle it seems to make the answer a little clearer yet at the same time it forces more questions – not to mention the complex relationships between characters and the deep involvement with the story.

I should note here that many gamers and Japanese publications have mentioned that the plot of FFX has a feel that is very similar to Japanese TV dramas. Like lots of Japanese things, only some can appreciate them. There are some that love them to death, like me, and there are others who laugh at the mere thought of Jdrama. Like the body language and the voices mentioned above, the story itself is also very Japanese in style.

Personally, I love what I have seen of Final Fantasy X so far. Everything from the voices to the beautiful characters to the storyline makes me want to keep going until the next save point...always the next save point. *– Andy Tsai* ■

## PlayStation2 :: Preview
# HARVEST MOON

**The ultimate farming simulator is on its way to Sony's powerful black box.**



Those of you that have yet to experience a Harvest Moon game probably look at Harvest Moon: Save the Homeland for PlayStation 2 and just chuckle. Sure, it's an overly cutesy looking game that is about something that's not-at-all fun or enjoyable: farming. But, if you avoid this game because of those preconceptions, then you'll be missing out on a beautifully crafted videogame that has proven to be a serious time hog to everyone who touches it.

With the latest in the series, Save the Homeland, we're seeing the series make the transition to a fully 3D world. Before any longtime fans start to cry foul, the well-needed transition doesn't mean any of the charm will be lost, as the game's developers have been able to faithfully bring this over to the 3D realm. In fact, the brilliantly designed Cel-Shaded characters and brightly colored backgrounds all help to make this one of the most adorable Harvest Moon games yet conceived.

As far as the rest of the game is concerned, pretty much everything that you could do in the previous Harvest Moon games can still be done here in Save the Homeland. You must plant and grow crops like berries, fruit, flowers, and potatoes and sell them to make money, which you'll eventually use to buy other crops and animals like chickens, cows, and horses. While this might seem a bit rudimentary, it all helps make up one of the most addictive videogame experiences around.

*– Dave Zdyrko* ■

### Details ::

**Publisher ::** Natsume

**Developer ::** Marucome

**Genre ::** RPG

**Players ::** 1

**Release ::** TBD

## PlayStation2 :: Preview
# WWF SMACKDOWN!

**The top selling wrestling franchise is set to make its 128-bit debut this fall.**



If professional wrestling is not a sport, it is surely the greatest performance art form of the century, and most agree that WWF SmackDown has been the finest videogame representation of that art in recent years. There has never been a perfect SmackDown, with both installments on the PlayStation suffering from balance issues and the Career Mode never living up to its potential, but when it comes to representing the pageantry and personalities of the WWF, THQ and Yuke's have fielded the only game in town.

This fall, stern competition will come from Anchor's Xbox WWF game, but the new SmackDown is leading with its strength: a massive selection of matches. There are 67 possible match types, including 6-man brawls and tables/ladders/chairs contests. The PS2-powered graphics engine allows eight character models in the ring or backstage areas without slackening the framerate, which means referees, run-ins, and plenty of other factors to turn up the chaos.

Questions still swirl around the final cast list, though. The current selection of wrestlers is woefully out of date, after recent shakeups in the WWF's roster. THQ has been tight-lipped about who'll make the cut (especially considering the effort of modeling that PS2 demands), but representatives have suggested that many newer stars will in fact appear. Cross your fingers for all your favorites, and check back soon for new information.

*– David Smith* ■

### Details ::

**Publisher ::** THQ

**Developer ::** Yukes

**Genre ::** Wrestling

**Players ::** 4

**Release ::** Fall 2001

*xbox* :: *index*



**Vincent Lopez**

## This Month in Xbox ::

We've already hit August, leaving us a little more than three months before launch. What can we expect? Absolute insanity. Almost every major game publisher is having a press "gamer's day" this month to promote its fall 2000 and year 2002 lineup, announcing new titles for the Xbox, as well as giving out new details for games that had been announced at this year's E3. On top of third party announcements, there's talk of new Xbox games debuting at this year's Tokyo Game Show, as well as a completely separate European press event to promote the Xbox as well. We've been talking for over a year now about what Microsoft is going to be doing with its 500 million dollar ad budget, and we're about to find out. The reinvention of the Sega Scream? Where's the bits? Got box (okay, scratch that one)? Microsoft has promised game-centric advertising and a show-me attitude when it comes to promoting its titles, a stark contrast to Sony's savvy ad campaigns that rarely even display the games they're promoting. The question is, will the games be enough?

For more Xbox news, reviews, previews, and more, visit:
**http://xbox.ign.com.**

**Feature Story ::**
**052** :: Interview with Tomonobu Itagaki about the design of DoA 3

**Also In This Issue ::**
**054** :: Previews



**Preview :: TransWorld Snowboarding**
Love is snow, and snow is war.



**Preview :: Goblin Quest**
Ugly is in the eye of the guy beholding the club.

## Editor's Most Wanted ::

1 :: Munch's Oddysee

2 :: DoA 3

3 :: Dark Summit

4 :: Amped

5 :: Fun with Freckles 3x

### Office Abuse ::
**Vincent would very much like to know when he's going to get his Xbox dev kit. The tears are starting to burn his eyes.**

# Dead or Alive 3 INTERVIEW

by Vincent Lopez

## IGN Xbox talks with Tomonobu Itagaki about the design and future of Dead or Alive 3.

**Three rules for being a high-powered Japanese videogame designer:**

1. Be vague.
2. Never speak about the details.
3. Be vague.

If you've read or heard interviews with Shigeru Miyamoto, then you know the art of answering a question satisfactorily without ever quite answering the question you've asked. Tomonobu Itagaki, the mastermind behind the Dead or Alive series, and the upcoming Dead or Alive 3 for the Xbox, is no different. Assured, sometimes cocky, always incredibly charming, talking about DoA3 with Itagaki is a refreshingly confident look at the development of what may be Xbox's biggest system seller to date. Just don't expect him to reveal secret characters, levels, or moves. The graphics are a leap, even from PS2's beauty, and the environment structure has been changed, allowing for more free movement, and more realistic battles. On a recent visit to play the game, we had a chance to speak to him about the future of the DoA series, the changes to the series, and his unique gameplay aesthetic.

**IGN Xbox: Why did you decide not to show gameplay at this year's E3?**

I didn't want people to play an incomplete product. If you compare other types of games for Xbox, DoA looks much better, but I still thought that the status of the product at that point was still not satisfactory. That's why we didn't want to show the playable game. As a gamer, I understand that many of the gamers wanted to play the game during E3, but at the same time those people were expecting to see new

aspects of the game. For now, I want them to look forward to the release of the game on November 8th. For the people that want to play the game before purchasing it, we're going to distribute a demo disk for the Xbox kiosk [Ed's note: 10,000 kiosks will be in stores around the country] that will be at stores. People will get a chance to play and evaluate the game before they buy it for the launch this fall.

**IGN Xbox: There was a huge leap between Dead or Alive 1 and 2 – what did you want to accomplish for the third game in the series that you hadn't done before?**

Humbly, I think DoA 2 was the greatest game. It had every element that a fighting game needs in it – 3D movement in the stage, crashable objects, tag options. We achieved those factors much faster than anyone else in the last century. And now Virtua Fighter 4 and Tekken 4 are going to implement 3D movement and crashable objects, and Tekken Tag was created after we made our tag feature. I'm proud of those facts. But that was made in the 20th century, and it's over for me. Now the other fighting games are trying to catch up.

Generally fighting games were made for fighting games fans, but there's a big demand from casual users, not just game fans. Take a look at this screen [he points to the opening beach scene from the DoA 3 start screen]. This is the power of this machine, of the Xbox. This is a kind of message from me that we're not making this game just for fighting game fans. For a casual user who's interested in this sort of thing, I need to prepare an easy access for those people. The game system was complete for DoA 2, but in order to create easy access for casual fans, I think there's a need to redesign the game system to make it more accessible for everyone.

**IGN Xbox: You've changed how the environments work in DoA 3. Most stages aren't even built around a traditional "ring" anymore, and yet still keep the gameplay around the traditional DoA 3 structure.**

It's the result of the integration of the software and the hardware technology, and the hardware power. ▶

# Dead or Alive 3 INTERVIEW

**IGN Xbox: You've also changed how breakable objects work in the game.**

It is not always right to have breakable objects in every sort of situation. The reaction is most important. In the Forest stage there are over 100 trees, and each of them is interactive. If you are crashed against a tree, you will get hurt, but if it's necessary that one tree will be breakable, then it'll have that effect. But I haven't in the Forest stage, because it's a trade-off between reality and playability.

**IGN Xbox: What's left of the development at this point?**

There are ten subjects that I have to work on, and I'm focusing on three of the subjects right now. I have to live up to DoA players' expectations, and hardcore fans. At the beginning I talked about casual users, but I've never forgotten about the hardcore fans. I want them to feel the improvement of DoA 3. I don't want to spoil any of the original characters, but at the same time, I want to improve the quality, the character moves and animation as much as possible. So for example, that's one of the subjects I have to work on. Dead or Alive is a game that has the most variety of content, when compared to other fighting games. I would like to keep the level of variety, but at the same time, I want to add more features. It's not an easy job, but I would like to do so for the fans that are waiting for DoA 3.

**IGN Xbox: Ninja Gaiden?**

The game engine is working. It's very innovative, but because it's very innovative, the game isn't balanced very well. The preparation of the knife and fork and spoon is almost ready, but I'm still working on brushing them up. The recipe itself is perfect. I'm very confident about that.
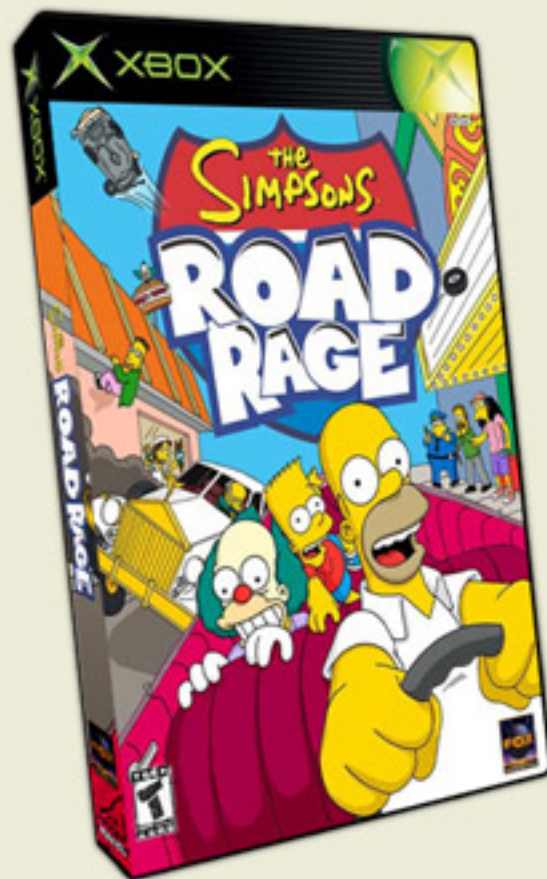
**IGN Xbox: Do you know what platforms Ninja Gaiden is coming out on?**

I haven't decided.

**IGN Xbox: What can we expect from your redesign of the Ninja Gaiden series?**

I have my own game in my mind right now, but I can't disclose it. The ninja always keeps his secrets.

*– Vincent Lopez* ∎

## Xbox Box Art ::

**Check out the first shot of what your Xbox games will be coming in.**

Box art is always fun to look at, if only to know what to look for when you are headed out to the store to buy the next big game. With the Xbox launch getting closer and closer, we're starting to see high quality pictures of the game boxes appearing,. We've taken a cue from IGN Pocket and decided to kick off an IGN Xbox box art section on the site to help you tide the time until the system's launch.

Our first installment to the section is the box art for The Simpsons Road Rage, which was shown at the recent Camp EA (see, I told you that we would have some more cool stuff for you). We'll update the art page (**http://xbox.ign.com/news/36931.html**) whenever we manage to get high quality images of real Xbox game boxes, and even hardware packaging.

*-Jeremy Conrad* ∎

*xbox* :: *index*

## Xbox :: Preview
# TRANSWORLD SNOWBOARDING
**Love is snow, and snow is war.**



I recently had a chance to check out a new build of TransWorld Snowboarding for the Xbox, and got even more info on the third major boarder that you'll be playing on your box next spring. The game is definitely more realistic than titles like SSX, with characters that do your favorite tricks, sans the more outrageous antics. While not based on real life mountains, the environments in TransWorld are massive and realistic, with some environments almost a mile wide. The team has outdone itself when it comes to graphics, delivering tiny details like reflective goggles for the boarders, as well as definitive proof that the art staff has way too much free time, like the air freshener in a Snow Cat that's been lodged in a snowy pileup. Even the snow holds its own special secrets. Radiocity lighting, another big word for your geek vocabulary, means that even the snow itself is actually reflecting the light, just like real snow. Secret paths and hidden shortcuts abound, some allowing you to do the impossible, like hurtling over a tiny set of building and over an outcropping of rocks to give yourself a slight gain in a time -- at a permanent risk to your spine. We'll deliver even more details on the game soon, but for now, there's your bite-sized portion of snow cone snacking.

*– Vincent Lopez* ■

## Details ::
**Publisher ::** Infogrames
**Developer ::** Housemarque
**Genre ::** Sports
**Players ::** 4
**Release ::** Spring 2002

## Xbox :: Preview
# GOBLIN QUEST
**Ugly is in the eye of the guy beholding the club.**



Kodiak, developers of the upcoming Xbox gladiator racer entitled Circus Maximus, recently announced a new project called Goblin Quest, for both the Xbox and the PS2. Taking place in the Goblin Underworld, a collection of weird caverns, competing city-states, and cool goblin technology, the game has you playing Faust, a hero out to keep your homeland save from evil. Evil, in this case, being Nogudnik (get the joke?), a smart and evil goblin that has somehow wooed those goody good fairies of the Overworld into helping him take over your dark and sacred land. It'll be up to you to save your world by solving quests in this third person action adventure game. Kodiak is making this a gun-free adventure, though we've been seeing a lot of cracked and cruddy clubs wandering around the underworld, so we suspect there'll be some smacking to do when you're exploring your surroundings. While there's action to be had, the game is definitely puzzle based, pushing you to rely on your wits and explore your surrounding more than pound your enemies into puddles. The team wants to keep the controls simple but reactive to what you're doing in the game, whether that's hopping, talking to a Rhinoporker named Pigfried, or piloting a longboat through an underground lake. Expect more details on Kodiak's intriguing adventure soon.

*– Vincent Lopez* ■

## Details ::
**Publisher ::** TBD
**Developer ::** Kodiak Int.
**Genre ::** Adventure
**Players ::** ?
**Release ::** TBD 2002

*pc* :: *index*



**Mike Morrissey**

## This Month in PC ::

It seems like more than half my "PC life" has been spent waiting for the next Duke Nukem game, Duke Nukem Forever, and...I'm still waiting.

I thought this E3 would be the time we'd finally get to sneak a peek at it. Boy, was I wrong. All we got was a lousy video clip that, despite the fact that it looked really good, was a long way from being actual playable code.

I guess my point is that you can miss out on a lot of good things waiting for the game that will seemingly never come out. Pay attention to the good things that are out there now, and maybe your wait won't seem so long.

Some day my pain will end, but until then, I'm going to make it my goal to play the good stuff that's actually on the shelf now.

That, and cleaning up my Duke Nukem Forever tribute corner a little. Homemade idols and posters can get so messy.

For more PC news, reviews, previews, codes and more, visit **http://pc.ign.com.**
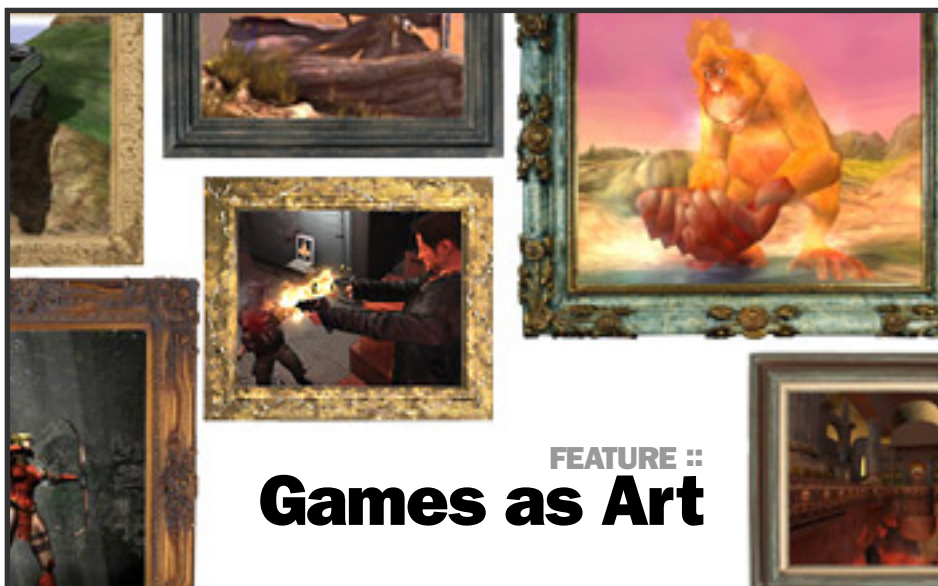
**FEATURE ::**
# Games as Art

**Preview :: Deus Ex 2**
this title's got sequelicious written all over it.



**Review :: Alone in the Dark**
An outdated system of control hampers what is otherwise a pretty cool and creepy game.

## Editor's Most Wanted ::

1 :: Duke Nukem Forever (PC)

2 :: madden 2002 (PS2)

3 :: Rogue Squadron II (GCN)

4 :: Stretch Panic (PS2)

5 :: Spy Hunter (PS2)

## Office Abuse ::
Michael Morrissey was once in a three-week coma, thanks to a nasty run-in with a Jeep Cherokee, and now his loving, caring co-workers call him "Coma Boy" behind his back.
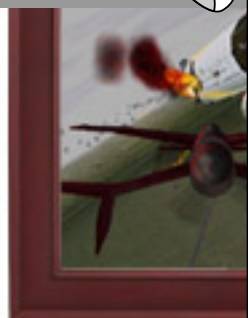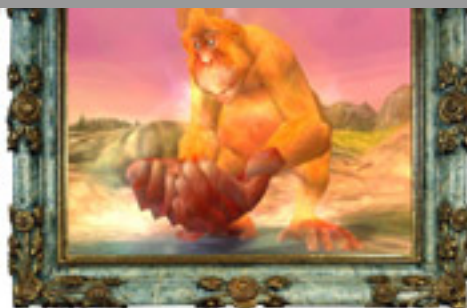
FEATURE ::

# Games as Art

**Will Wright puts the debate in perspective at San Francisco's Museum of Modern Art.**

by Steve Butts

**A**s video games become more and more a part of our popular culture some fundamental questions about out expectations of games and the role that games play in society have to be addressed. What began as the hobby of a minority is quickly becoming one of the more popular pastimes, not just in America but also across the world. This month the Museum of Modern Art in San Francisco is hosting an exhibit on games as art. Among the speakers was Will Wright, creator of SimCity and The Sims.

Wright began with a joke: "They said I could talk about anything I wanted to here so I decided to talk about compression techniques." At least we thought it was a joke. The thing is, he wasn't kidding. According to Wright the basis of art (and all communication) is compression - you begin with a concept that you compress into words or images. Those words or images are taken in by the audience and then uncompressed in their minds as a means of comprehending the possibilities inherent in the representation.

When Indiana Jones runs through the various traps at the beginning of Raider of the Lost Ark, we begin to imagine all the various branches that the story could take - What if Indy didn't get out of the way of a trap? Or not seen the boulder till it flattened him? In this way we enlarge the two-minute sequence from the film into a much larger possibility space. Star Wars seems real to us because of the same effect. Since all the ships are dirty and beat-up, we intuit that the world they exist in is familiar and operates as a real world should.

The principle of compression operates on two levels in games. First, games exist in a "large landscape of possibilities." In the days of branching adventure games, developers had to hard code every possibility within the game. Wright sees simulation games taking this idea in a much more variable direction. "They allow us to create a much larger possibility space with much less work. It's not brute force anymore. It's more elegant." But the appeal of the space is as important as the size. When he sees an Escher painting Wright is inevitably drawn into the painting. But this is the limit to which many traditional forms of art may go.

That's where the second principle of compression enters the picture. Games are really running on two processors; there's the PC in front of you, of course, but games are also running in your own imagination. "What we're trying to do when we design a game is we're trying to build this incredibly vivid, alive, interesting world not on the computer but in your head." Wright estimates that most current games are about four times more likely to focus on content on the screen rather than in your imagination. "What we should be striving for is a balance between the two. Right now we're underutilizing the imagination of the player and we're overemphasizing the detail of realistic graphics." Just think about the emotional engagement many of us felt playing with a 48-pixel Pong paddle.

If you use this capacity of compression as a standard by which to judge games, the best games are based on the simplest principles. But in order to make the game exciting and engaging you have to lay a very ornate (or at least attention-grabbing) representation of the world on top of the uncomplicated rule sets. "When people imagine what's under the hood of SimCity," says Wright, "they imagine something far more elaborate" than what actually exists. "They imagine thousands of little people running around leading their lives -- but in fact it's all based on simple equations." ▶

pc :: feature

## FEATURE :: (cont.)
# Games as Art

These principles are apparent in The Sims as well. "We didn't let people get close enough to see the Sims' facial expressions. In fact, the characters had no facial expressions but half the players who played the game swear that they actually did." The same thing applies with the speech of the Sims. They talk in a nonsense voice that we are allowed to interpret according to the context of the scene and our own expectations. Wright is taking the simple rules and content and "trying to leverage the imagination of the player to fill in the other half of the game."

In this way we become participants in the creation of the art of games. "We built the game but the game really just becomes a platform for expression." By allowing the user to contribute their own aesthetic sense to the game, The Sims gives us the chance to make the game uniquely our own. The release of several tools for the game have resulted in lots of fan-created content as well. In fact, about 95% of the content available for The Sims is created by fans of the game.

Ultimately the idea of games as art is agonizingly subjective. We can of course claim that, as with opera or film, video games include many separate artistic disciplines -- set design, music, acting, animation, etc. On that level games are art as craft. But the real artistic opportunity for games is in creating a much greater sense of participation with the player. Whether games attain a status akin to that of traditional art is ultimately not all that important. What is important is that people like Will Wright continue to draw us deeper and deeper into worlds that we help to create.

*– Steve Butts* ∎

## PC :: Feature
# PICKLE'S PUZZLES #4
## Title Translations

**Another month, another puzzle.** As always, I -- the brine-encrusted PickleBoy -- am challenging your mental acuity with a brain-bender. If you're lucky like last month's winner John Rittenhouse, you could find yourself in possession of stuff that I find when I'm roaming the halls of IGN late at night, including PC games, t-shirts, and some other crap that you'll probably just give to your dog to sleep on.

We got the following list of PC games from our international offices in Azerbaijan, but it looks like our foreign correspondent mistranslated a few of the game titles. We know they're all PC games, the only problem is, we don't know WHICH games they are. We've been able to translate one of the names, and figured out that Uneven Coalition was Jagged Alliance, but we're stumped on the rest of them.

Help us figure them out and we'll reward you with a game or two, and some random schwag from our "Coffer of Crazy Crap."

## GAME
1) Crimson Warning
2) Lightless Solitude
3) Angered Wizards
4) Nonexistent Competiton
5) Metropolitan Disorder
6) Mausoleum Marauder
7) Concealed As Well As Unsafe
8) Idiotic Intruders
9) Eternal Search
10) The Hex of Ape Atoll

Submit your answers by email to **pc_feedback@ign.com** with the subject "Pickle's Puzzles #4," and if you're the first to get it right, we'll send you some games and anything else we can find on the side of the road. ∎

## PC :: Preview
## POOL OF RADIANCE: RUINS OF MYTH DRANNOR

**We power through a recent build of the upcoming D&D based role-playing game.**



Everything is coming together very well in Pool of Radiance: Ruins of Myth Drannor. With release just a short ways away, we've spent some time with a near-final build of the game and are already pretty impressed.

One of the things that the recent D&D games have lacked is true turn-based gameplay. In Pool of Radiance, you're able to set the gameplay to be 100% turn-based, all the way up to the real time chaos that Baldur's Gate fans may be more accustomed to.

The simplified interface is also in place now, and while it can take a little getting used to after the last couple years of the Infinity Engine's split view, it's actually very functional. Right click on a character and you get a full range of options. Thankfully, almost every action can also be carried out by a series of hotkey commands. A whole range of formation commands makes party management much easier as well.

Since the engine uses 3D characters on 2D pre-rendered backgrounds, the characters have a much wider and more fluid series of animations. Heck, just walking along they look a lot more lifelike than characters in previous D&D RPGs. If that wasn't enough, even the spell effects look great, with almost each one having a different graphic look and some filling the screen with color.

*– Jeremy Conrad* ■

### Details ::

**Publisher ::** Ubi Soft

**Developer ::** Stormfront Studios

**Genre ::** RPG

**Net Support ::** Yes

**Release ::** September 2001

## PC :: Preview
## DEUS EX 2

**This title's got sequelicious written all over it.**



Warren Spector's dark, conspiracy-laden title was one of the best games of last year, thanks primarily to a relatively unrestricted design. You could shoot, sneak or socialize your way through the game according to your tastes. The team is hoping to open up even more avenues in this game by moving away from hard-coded responses and letting the player determine how the interactions play out.

We do know that the story picks up where the previous game left off. Or at least in the general vicinity – we're not sure which of the game's three endings the sequel will branch from. Writer Sheldon Pacotti again provides the dialogue and much of the scripting for the game. You'll be able to reprise your role as J.C. Denton in the sequel or adopt the distaff option. Distaff is a fancy word for lady. I like ladies.

The game will use Unreal Warfare technology (heavily modified) to include significant lighting and AI improvements. The use of the versatile new Unreal engine is a further concession to the game's proposed cross-platform development. While Unreal is a big multiplayer draw, expect Deus Ex 2 to focus on the single player game. While we can't rule out multiplayer as an option, Warren likes to keep things intimate. The smart money says this one'll be out late next year so look for further updates on IGN.

*– Steve Butts* ■

### Details ::

**Publisher ::** Eidos Interactive

**Developer ::** Ion Storm

**Genre ::** RPG

**Net Support ::** TBA

**Release ::** Late 2002

pc :: review

PC :: Review

# ALONE IN THE DARK

**An outdated control system hampers what is otherwise a pretty cool and creepy game.**

Alone in the Dark: The New Nightmare lets you jump back into the shoes of Edward Carnby from the first three games of the series. But you should know before you throw yourself headlong into those shoes that they've changed size and style quite a bit. You aren't going to be greeted by the cartoony look of yesteryear, but by a gritty dark Carnby that farts in evil's general direction. It seems that a good friend of his has been killed after visiting Shadow Island (yes, they actually called it Shadow Island) and Ed wants to know why. Along for the ride is a feisty little spitfire named Aline Cedrac, doing some research about a Native American tribe known as the Abkani. On the way, their plane suffers a little weather difficulty and goes down. Before the plane can crash, Ed and Aline grab parachutes and jump out, landing on different sections of the island.

At this point, the screen splits in half with one character on each side and you're prompted to choose which to play with. While each character's story is different in terms of structure and some of the environments, both of their stories intertwine. You can actually radio the other character during the game to see what they're doing and trade info to get the whole story. You'll run through several of the same areas, however, and open ways for the other characters and see things before and after they've been changed through the other storyline. Nifty.

My big gripe here is the control system. It's the same system that's been used in horror survival games for a while now and I really wish they would kill and bury it. While it allows for very pretty still screens for your charac-ter to run around in, it opens up worlds of control problems that can be pretty frustrating. Not being able to turn quickly, not being able to see what's right in front of you in some cases -- all of this adds up to some frustrating gameplay. The use of the flashlight to create huge contrast in the dark is very effective and provides some beautiful graphical shots however.

Even though I did have these problems with the game, I still found the experience enjoyable and would recommend it to fans of the genre. *-- Dan Adams, IGN PC* ∎

## Details ::

| | |
|---|---|
| **Publisher ::** | Infogrames |
| **Developer ::** | Darkworks |
| **Genre ::** | Adventure |
| **Accelerated ::** | Yes |
| **Release Date ::** | June 15, 2001 |

## Ratings ::

| | | |
|---|---|---|
| **Presentation ::** | 7.0 | |
| **Graphics ::** | 8.5 | **Overall Score** |
| **Sound ::** | 7.5 | **8.0** |
| **Gameplay ::** | 8.0 | |
| **Lasting Appeal ::** | 7.0 | |

## Steven Horn

## Editor's Note ::

I'm here at the San Diego Comic-Con taking a break from the miles and miles of booths and tantalizing comic book hawkers -- a breather from the pulsing masses of huggable nerds. One of the most popular panels at this year's event was not the latest and greatest in the world of penciling, or a sneak peek at some new characters but a discussion about DVD, hosted by Bill Hunt of IGN.com affiliate, The Digital Bits.

This panel got to thinking about the difference even a year makes in the world of DVD. Last year, DVD was still increasing its customer base, but the past 12 months have been tremendous.  2001 will go down as the year of the DVD.  The DVD player is now the most popular consumer electronics launch ever, and after a recent trip to some rental stores, I see more and more real estate devoted to DVD rentals.

Of course, this begs the question: what's coming next year?

For more reviews, previews, and all around debauchery visit http://dvd.ign.com.

## UNDERSTANDING SURROUND SOUND

**Put Your Lips Together and *Blow***
Johnny Depp brings cocaine to America.

***How to Get Ahead in Advertising***
A boil on your shoulder couldn't hurt.

## Editor's Most Wanted ::

1 :: *Unbreakable*

2 :: *Snatch*

3 :: *Dogma*

4 :: *Withnail and I: Criterion Collection*

5 :: *Dude Where's My Car* (hilarious commentary track, so-so movie)

## Office Abuse ::
Voted editor most likely to end up in trouble for stealing ice cream from the freezers at Blockbuster.

*dvd* :: *feature*

## FEATURE ::
## UNDERSTANDING
## SURROUND SOUND

A look at the formats
that shape the sound matrix.

by Steven Horn

**S**urround sound has been a fixture of high-end audio for more than twenty years. Starting with the advances in the mid-seventies by Ray Dolby up to the current standards being introduced by people like Tomlinson (THX) Holman and others, surround sound has come a long way from being an elitist-only, high-end technology. Today the current state-of-the-art is Dolby Digital, formerly known as AC-3 or 5.1.

### In the Beginning ::
The need for surround sound came in the fall of 1978, with the release of Star Wars. George Lucas decreed that any theater presenting his movie must abide by doing it in what was a form of Dolby 5.1. The front of the theater house holds the left, center, and right speakers. The left-surround and right-surround (rear) speakers made up the other two channels, for a total of 5 channels. The .1 is the low frequency subwoofer channel, ostensibly making it a six-speaker system, but 5.1 is the designation this equipment configuration receives.

Around 1980, THX, or **T**omlinson **H**olman's e**X**periment (a division of Lucasfilm) came to the conclusion that greater accuracy of audio is essential in reproducing believable soundfields. While manipulating frequency integration (EQ), and standardizing hardware reproduction equipment (PA), the THX standard insures playback quality from the control room to the movie theater to the living room. THX is now certifying home theater reproduction systems too.

Attempting to make a cheap version of the 5.1 surround format, Dolby came up with an inferior format named Dolby Pro Logic. Using only four speakers, Pro Logic is an attempt to recreate an adequate soundfield employing less

equipment and less quality than what is considered state-of-the-art. Utilizing spatial algorithms and computer-based models of reconstructed soundfields, Dolby Pro Logic simulates actual soundfields by manipulating the ambience surrounding a recording signal as opposed to the recorded signals having the correct spatial information initially.

### Enter DVD ::
Only with the release of DVD-Video has surround sound really come into its own. However, even DVD-Video lacks the ability to reproduce more than eight channels of discrete audio information. While it's sufficient for now, it won't be in the future. Tomlinson Holman's 10.2 channel surround system has been almost state-of-the-art for the last two years, yet no consumer, and almost no professional gear is 10.2 equipped.

Sound can be deceiving. It has been my experience (even in a proper THX environment) that only 20-30% of the viewers/listeners hear a soundfield as was intended by the engineers in the mastering control room. It's not just the acoustics but other variables in a movie theater which tend to be out of control and impede the viewer experience.

This is why the home theater has become very popular: The volume level, the acoustics, the candy on the floor, and the kid behind you kicking your seat are all eminently controllable in the home theater environment.

### Too Much Information ::
Unfortunately, film and audio industries are not using any type of standards, and the general public is having many different formats thrown at them simultaneously. The following list is a small example:

**...even DVD-Video lacks the ability to reproduce more than eight channels of discrete audio information.**

# FEATURE ::
# UNDERSTANDING
# SURROUND SOUND

continued...

**Dolby Digital Stereo:** This is a stereo soundtrack encoded to the AC-3 bitstream. If played with Dolby Digital decoding circuitry, sound will be heard through the front left and front right speakers only.

**Dolby Digital Surround:** This is a matrixed surround soundtrack encoded to the AC-3 bitstream. If played with Dolby Digital decoding circuitry, sound can be heard through five speakers. Surround information is monophonic.

**Dolby Digital 5.0:** This is a discrete five-channel soundtrack encoded to the AC-3 bitstream. If played with Dolby Digital decoding circuitry, discrete sound can be heard through five speakers.

**Dolby Digital 5.1:** This is a discrete 5.1 channel soundtrack encoded to an AC-3 bitstream. If played with Dolby Digital decoding circuitry, discrete sound can be heard from six speakers (sub. incl.).

**DTS:** Digital Theater Systems signals are discrete 5.1 channel recordings that must be played with DTS decoding circuitry. Discrete sound can be heard from six speakers (sub. incl.).

**Dolby Digital-Surround EX:** Lucasfilm THX and Dolby's new 6.1 surround format adds a rear surround speaker for discrete seven channel reproductions. Dolby claims more realistic spatial effects with this setup.

**SDDS:** Sony Dynamic Digital Surround is Sony's answer to the multichannel audio challenge. Discrete 7.1 channel recordings must be played with SDDS decoding circuitry to achieve discrete sound from eight speakers.

**THX:** Lucasfilm THX has created a standard of encoding, decoding, and processing multichannel sound information for an optimum playback experience. Special optimization of a listening environment is necessary for THX certification.

**TMH 10.2:** Tomlinson Holman's latest multi-channel audio design. Theoretically discrete sound can now be placed in 12 separate channels allowing for a more "psychoacoustically efficient" means of audio reproduction.

## Ballpark figures ::

The least expensive system I know of is a self powered 4.1 surround system (4 speakers, 1 subwoofer) for $250 U.S. This system is designed to plug into a computer's CPU, and reproduces audio from CD and DVD drives, streaming media, as well as gaming programs.

The next level is separates the speakers from their power supply (amplifier). Surround sound amplifiers basically start at $350. Sony, Onkyo, and Denon all make surround amps that start at this price and go up from there. It's very easy to spend more than a thousand dollars on a surround amplifier.

While one may get into the world of surround sound for only a couple of hundred dollars, it goes up quickly from there. Because of all the variables, it is hard to pin down the best system configurations, yet more and more people are getting involved. The world of surround sound is delicate and powerful, serene and exquisite, and when it's done right, it reproduces life.

*– Steven Horn* ∎

**Special optimization of a listening environment is necessary for a THX certification.**

**dvd :: previews**



## DVD :: Preview
# BLOW ::

**PUT YOUR LIPS TOGETHER AND *BLOW***
**Johnny Depp brings cocaine to America.**



New Line Home Video continues its infinifilm series of premium-branded DVDs with the September 11 release of *Blow*. Johnny Depp stars in the life story of George Jung, the man who was one of the first to see the billions to be made by turning wayward Californians onto the recreational pleasures of cocaine. Jung is widely credited as the first American to import huge quantities of the drug for the Columbian drug lords. The film itself is nothing special but contains some awesome scenes shot on the beaches of California and some lovely eye candy. The story of George Jung is incredible though: rags to riches to rags all fueled by his enormous greed.

Penelope Cruz stars as Mrs. George Jung in a rather one-dimensional performance and joins Ray Liotta, Paul Reubens (a.k.a. Pee Wee), and *Run Lola Run's* Franka Potente. *Beautiful Girls* and *Life* director Ted Demme directs *Blow*.

*The DVD includes the following supplemental material:*
- **An interview with George Jung**
- **A documentary called *Lost Paradise*, which talks about cocaine's mark on Columbia**
- ***Addiction: Body and Soul*, a short film on addiction**
- **Outtakes**
- **A video production diary**
- **Nikka Costa's video for "Push and Pull"**
- **A commentary track with George Jung and Director Ted Demme**
- **Deleted scenes with selectable commentary**
- **Theatrical teaser and trailer**
- **Gag reel and clips**

If you watch the film in infinifilm mode, you can access certain clips from the 60s and 70s -- archival footage mainly on what that time was like in American history.

Suggested price: $26.98.

*– Steven Horn* ∎

## DVD :: Preview
# UNIVERSAL'S THRILLERS ::

**Coming in September, a whole slew of DVDs**



Universal Studios is putting together a series called Universal Thrillers slated for release on September 18. The highlight of the collection is the 20th Anniversary Edition of *An American Werewolf in London*. Joining the line-up is *Cape Fear* (1991 Martin Scorcese version), *Play Misty for Me* Collector's Edition (Clint Eastwood's debut as a director), 1962's *Cape Fear*, The Coen Brothers' *Blood Simple*, and *Halloween II*.

*An American Werewolf in London* Collector's Edition is the classic flick directed by John Landis about two American tourists in London who get attacked by a werewolf. Part hilarious, part really, really scary, the flick is the story of the two friends dealing with the werewolf's curse. Universal is considering re-releasing the film theatrically as well. The DVD includes digitally remastered sound, David Naughton and Griffin Dunne feature commentary, exclusive interviews with Rick Baker and John Landis, an original featurette, a theatrical trailer, and production notes, as well as the usual cast and filmmaker bios.

The 1991 version of *Cape Fear* brings new interviews with director Martin Scorsese and actors Robert De Niro, Jessica Lange, Nick Nolte, Juliette Lewis and Gregory Peck. Composer Elmer Bernstein will also be interviewed. Special features include deleted scenes, behind-the-scenes footage, storyboards, a matte painting workshop, photo gallery, the theatrical trailer and teaser, production notes, and cast bios.

Finally, *Blood Simple* comes to DVD for the first time but the treatment looks to be very mediocre. You get a montage, commentary track, the original theatrical trailer, and some cast bios. Yee-haw. We're still holding our breath for the Coen Brother's box set, hopefully coming soon.

*– Steven Horn* ∎

DVD :: Review
# HOW TO GET AHEAD IN ADVERTISING
### A boil on your shoulder couldn't hurt.

**God love the Brits.** They bring us Terry Gilliam, Monty Python, new and inventive uses for mayonnaise, and absolutely smashing rock musicians. They also have brought us one of the most twisted black comedies in a long while: How to Get Ahead in Advertising. Now available in a Criterion Collection edition, the movie is absolutely perfect if you're looking for a night of totally original, completely ironic entertainment. No T&A, but who needs it when your main character is a talking boil/pimple.

## The Movie ::
The story picks up with Richard Grant playing a completely stressed-out advertising hotshot who has the weekend to come up with the perfect slogan for some boil-removing cream. As he spirals more and more into the creative doldrums, a new friend appears on his shoulder: a boil. The boil is at first a little shocking reminder of stress but it soon takes on a life of its own and grows a moustache and begins to talk. What results is a hilarious and totally bizarre and creepy series of events as the exec deals with the boil and the consequences of it being there. Fans of British comedy and particularly warped senses of humor will definitely dig it but others may have a hard time getting behind the spirit of the film. **:: 8 out of 10**

## The Video ::
The best this film has looked in ages. There were several cigarette burns and the occasional piece of fuzz that keep this from getting a perfect score. Some of the stand out scenes include the first time we visit the advertising office and the closing "hills are alive" sequence. There is hardly a black moment in this film. Color (and the muting thereof) is an important insight into the mind of the boil and is used very well. The quality of the transfer is quite good but could have used a little touch-up. **:: 7 out of 10**

## The Audio ::
Sounded pretty strong to me with a strong field and nice separation. My viewing companion and I did keep arguing about the volume, though. We were watching it late at night with the surround sound on and it seemed like certain parts of the mix were overblown, especially the score at the final party sequence. Much of the time the boil talks, he is pretty hard to understand, coming across as kind of muted. I'm sure this was intentional on the part of the filmmaker but it does make for an annoying viewing experience. **:: 6 out of 10**

## The Extras ::
Well, this is a Criterion Collection disc and it is by far one of their weakest titles as far as extras go. How weak? Try only a trailer. I mean, really. Richard Grant is still alive, last time I checked. Couldn't someone have tracked him down to do a bit of commentary or even a small featurette? Criterion has done a brilliant job with another Bruce Robinson flick, Withnail and I, so perhaps this one was released only as a companion piece? Who knows. Either way, a really poor extras presentation. **:: 1 out of 10**

If you have a twisted sense of humor and want to see something completely original and uncompromising get this one. Just don't say we didn't warn you about the appalling lack of extras.

*- Steven Horn* ■

## Details ::

| | |
|---:|:---|
| **Starring ::** | Richard E. Grant, Rachel Ward |
| **Director ::** | Bruce Robinson |
| **Running Time ::** | 94 Minutes |
| **Price ::** | $29.95 |
| **Rated ::** | R |
| **Publisher ::** | Criterion |
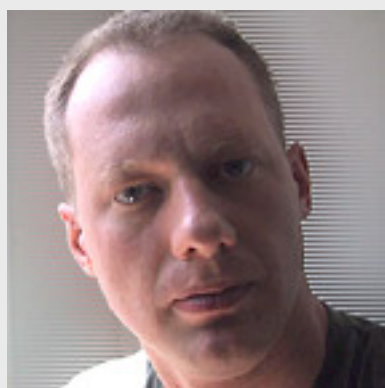
**Glen Oliver**

## From the Editor ::

Life moves too quickly for those of us who spend every waking hour sitting in a darkened room staring blankly at a big silver screen with pictures on it (feeling a lot like that dude from A Clockwork Orange).

The "Summer Movie Season" is almost over, and now all eyes are turning to the Christmas and Summer 2002 cinematic roster.

We've got Spider-Man, Star Wars: Episode II, three movies based on The Lord of The Rings novels, Damnation Game (Newman, Connery, and Ed Harris – from a book by Clive Barker), a new Star Trek flick, a souped-up re-issue of E.T., and even Tron 2.0 – a sequel to 1982's B.O. (that's box office, not body odor – but that depends on your perspective, I suppose) bomb.

Even if these movies are no good, it's a damn fine time to be a movie lover, and working on publication devoted to all-things movies. The first batch o' coolosity hits this Christmas, and continues through the next few years. Can't wait – it should be a fun ride.

For more news, reviews, and previews, visit **http://filmforce.ign.com.**

**GIRLS OF summer**

## Feature Story ::
**066** :: Girls of Summer

## Also In This Issue ::
**068** :: Previews

**Preview :: Bubble Boy**
See the amazing boy in the bubble!

**Preview :: Ghosts of Mars**
Ice Cube vs. The Martian Ghost of Marilyn Manson

## Editor's Most Wanted ::

1 :: Star Wars Episode II

2 :: Star Trek X

3 :: Shanghai Knights

4 :: The Musketeer

5 :: Damnation Game

### Office Abuse ::
I like working from home because it enables me to befriend the regional wildlife. No, I don't mean "befriend" in that way. Although...

*filmforce* :: *feature*

TAKE 1

# GIRLS OF Summer

**These hotties are set to burn up the big screen in August**

JULIA STILES

JESSICA BIEL

ALYSON HANNIGAN

**There have been precious few bright spots** in this summer of at-the-movies disappointment, but look for all that to change in August. The gags might be cheap, the characters might be paper-thin, and story might seem clichéd, but rest assured…the babes will be in full effect.

## The Movie:  American Pie 2

After a year apart -- attending different schools, meeting different people -- the guys rent a beach house and vow to make this the best summer ever. As it turns out, whether this happens or not has a lot to do with the girls -- of course.  Between the wild parties and outrageous scenes, they discover that times change and people change, but in the end, it's all about sticking together.

### The Babe:  Alyson Hannigan
What hasn't been said about the girls of American Pie? We thought we'd shine the spotlight one of the less talked about, yet equally smokin' AP girls: Alyson Hannigan.  In the film, Alyson reprises her role as Michelle.  Her character plays a significantly larger part in the sequel as Jim ventures to band camp seeking some love pointers in preparation for Nadia's visit.

**Name:** Alyson Hannigan
**Age:** 27
**Height:** 5'6"
**Bio:**  After spending most of her childhood in Atlanta, Georgia as a model and actress, Alyson decided to move to the West Coast to seriously pursue acting.  Her big break came when she landed a role in My Stepmother is an Alien -- you gotta love that movie.  One of the big roles she pursued was the part of Willow on Buffy, but she didn't get it -- not at first anyway.  Another actress got the part, but things didn't work out and Willow had to be re-cast. Alyson got a fateful call from the show's producers, and the rest is history.  In these post-Pie days, Aly is enjoying a dramatic rise in popularity.  In fact, her girl-next-door appeal -- not to mention a sultry magazine spread -- recently earned her a top 10 spot in the UK's For Him magazine's "World's Sexiest Women" poll.
    **Random Facts:** Likes fuzzy sweaters.  Has a dolphin tat on her ankle.

## The Movie:  Summer Catch

Billed as "a coming-of-age romantic comedy set against the backdrop of the Cape Cod Baseball League," Summer Catch is the story of Ryan Dunne (Freddie Prinze Jr.), a pitcher for Boston College.  While home for the summer, Dunne meets Tenley Parrish (Jessica Biel), the daughter of a wealthy couple who spend the summer on the Cape. Ryan and Tenley fall in love, much to the chagrin of their families, while Ryan clings to one last hope of being discovered and signed to a pro baseball contract.

### The Babe: Jessica Biel
So you've sworn never again to see a Freddie Prinze Jr. film? Well, Jessica Biel might just change your mind.  Her bikini scene in the trailer was enough to make Freddie crash his lawnmower and it gave QuickTime pause buttons everywhere a serious workout.

*filmforce* :: *feature*

TAKE 1

# GIRLS OF Summer

**(continued)**

JULIA STILES

JESSICA BIEL

ALYSON HANNIGAN

**Name:** Jessica Biel
**Age:** 19
**Height:** 5'7"
**Bio:** Jessica grew up in Boulder, Colorado. She was discovered at a Los Angeles model and talent convention in 1994. Her talents earned her a scholarship to the respected Young Actors Space in Los Angeles. Early in her career, Jessica did an enormous amount of print work that caught the eye of producer Aaron Spelling. Spelling quickly snatched her up and cast Jessie in the role Mary Camden on 7th Heaven – the WB's highest rated show. Jessica says she regrets a risqué photo shoot she did for Gear magazine last year, but we find it hard to share her sentiment.
   **Random Facts:** Jessica is also an aspiring singer. Bring on the music videos!

## The Movie:  O

O is a contemporary retelling of William Shakespeare's Othello, set in an elite private school located deep in the American South. Mekhi Phifer portrays NBA hopeful Odin James, the only black student at the school. Odin not only enjoys widespread popularity with the students, he is dating Desi Brable (Julia Stiles), the daughter of the Dean of Palmetto Grove Academy (John Heard). Odin's best friend, Hugo Goulding (Josh Hartnett), drawn closely from Shakespeare's Iago, is a starting forward on the basketball team, and the son of Coach Duke Goulding (Martin Sheen). Hugo has been asked by his father to look out for Odin because of the particular pressures facing him at Palmetto Grove. Yet Hugo is bitterly envious of Odin and the attention Odin receives. Placed by his own father in the role of Odin's confidante, Hugo is, in

reality, seeking to destroy the very person he pretends to befriend. As the basketball season comes to a dramatic finish, conflict escalates into irrevocable tragedy when Hugo executes a plan prompting Odin to throw away all that he cares about most -- the woman he loves, and his bright future.

**The Babe:** <span style="color:orange">**Julia Stiles**</span>
We first noticed Julia in 10 Things I Hate About You, and since then her career has really taken off. She proved she could seriously shake her moneymaker in Save the Last Dance, and she can act her tail off. If you ask me -- and you didn't, but I'll tell you anyway -- prettyboy Hartnett is about wooden as they come, but Stiles' talents can make any film shine -- even NBC's "The '60s."

**Name:** Julia Stiles
**Age:** 20
**Height:** 5'7"
**Bio:** Julia Stiles comes straight outta NYC. She was born and raised there, where she started acting in theater at the age of 11. Jules made her feature film debut in 1996 with a small part in I Love You, I Love You Not. She didn't break out until after appearing as Harrison Ford's daughter in The Devil's Own, and taking the lead role in the extremely dark comedy Wicked, which was a hit on the festival circuit. She caught the attention of the masses after starring in the NBC miniseries "The '60s" (groan), and another Shakespeare retelling, 10 Things I Hate About You. In '99 Julia was named one of Teen People's "21 Hottest Stars Under 21" -- we agree.
   **Random Facts:** Wants to start her own production company. Loves Dr. Dre.

*-- Brian Linder* ■

## FilmForce :: Preview
# BUBBLE BOY ::
**See the amazing boy in the bubble!**



Bubble Boy is a coming-of-age comedy following the life of Jimmy Livingston (Jake Gyllenhaal), a young man born without immunities and raised in a manufactured world provided by his well-intentioned but misguided mother (Swoosie Kurtz). Jimmy is happy enough, and has all the same experiences of other boys and girls growing up...except he lives in a bubble. But when Jimmy realizes that he's in love with Chloe (Marley Shelton), the girl next door, he has no choice but to build a mobile "bubble suit" and set off across the country to Niagara Falls, to stop Chloe's wedding -- which is only days away -- in time to confess his love to her. Along the way, he crosses paths with freaks, bikers, rock stars, and a cult, racing against the clock and his parents, who are determined to bring Jimmy back to the safety of his "bubble room."

I just watched the trailer for this film and honestly I don't know what to think. It looks like it could be really funny with a twinge of saccharine sweetness.  It's definitely one to watch.  The film stars Jake Gyllenhaal -- the kid from October Sky -- as the bubble boy, and Marley Shelton -- she was the blonde hottie in Sugar & Spice -- as the love of his life.  All this and an appearance by Kid Rock -- I'm so there! *– Brian Linder* ■

## Movie Info ::

**Genre ::** Comedy, romance

**Rating ::** PG-13

**Release ::** 08/24/01

**Starring ::** Jake Gyllenhaal,
                Marley Shelton

**Director ::** Blair Hayes

## FilmForce :: Preview
# GHOSTS OF MARS ::
**Ice Cube vs. The Martian Ghost of Marilyn Manson**



It's the year 2176 and Mars has long been colonized due to overcrowding on Earth. People live and work on outposts all over the planet, mining Mars for all of its valuable natural resources. A small squad of police is on transport assignment in Shining Canyon transferring a very dangerous criminal, James "Desolation" Williams (Ice Cube). Williams, the most notorious criminal on Mars, has no intention of making the trip easy on Lt. Melanie Ballard (Natasha Henstridge), a two-year veteran of the force. Meanwhile, a mining operation uncovers the ruins of an ancient Martian civilization that unleashes an ethereal doomsday machine. These ghostly Martian warriors, unleashed and unstoppable, systematically take over the bodies of the human intruders with the intent of ridding the planet of the Earthly invaders. Soon, what started as a battle of wits between cop and criminal brings them together in a fundamental battle for human survival.

If you dug Pitch Black then you will probably love this flick.  John Carpenter makes some freaky, freaky films and you can bet this one is no exception.  With a cast that includes Ice Cube, Natasha Henstridge, and Pam Grier (who has really put on some weight since Jackie Brown) this one can't be missed.  No, that's not really Marilyn Manson as the bad guy, but I still wouldn't want to meet him in a dark alley. *– Brian Linder* ■

## Movie Info ::

**Genre ::** Action/Sci-Fi/Horror

**Rating ::** R

**Release ::** 08/17/01

**Starring ::** Ice Cube,
                Natasha Henstridge

**Director ::** John Carpenter

Mike Wiley

## This Month in For Men ::

**I am still having a tough time adjusting to the daily grind.**

On June 17 my lovely fiancée became my lovely wife. Sorry, ladies. The following weekend we left for our honeymoon: two weeks in French Polynesia. On the way to French Polynesia you have to fly in to Tahiti, but we only spent two days there. Thank god, because Tahiti is packed with Americans doing their damnedest to live up to the stereotype of the traveling American. The rest we spent among Bora Bora, Huahine, and Rangiroa.

Bora Bora was nice, but Huahine and Rangiroa were really spectacular. Rangiroa is famous for its marine life, with which you swim constantly when you're in the water. We got to swim with sharks, stingrays, manta rays, great barracuda, giant morays, and fishies galore. And you aren't in the water with two or three beasties. When they show up, all of a sudden you are amidst 20-55 sharks.

And, of course, I got to do it all with my lovely wife. Now I get to spend my days around the madhouse that is IGN.com. Hell, things could be worse.
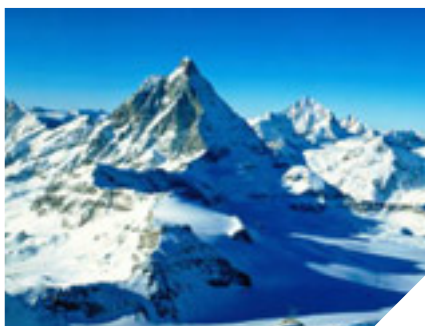
For more Gear news, reviews, previews & more, visit **http://formen.ign.com.**



## Feature Story ::

**Feature :: mmmmminty!**
Because no one wants to make out with you when your breath is all stanky.



**Feature :: Gear Round-Up**
These are the best of the best.

## Editor's Most Wanted ::

1 :: Subaru WRX

2 :: Scuba equipment

3 :: Sony Clié PEG-N710C

4 :: Tickets to Morocco

5 :: Archos Jukebox HD-MP3

**Office Abuse ::**
Mike is the ugliest member of the IGN squad.

# WHY I LIKE Mike and IKE

## There's more than one way to get fruity, baby.









**I wish I could pinpoint** the exact moment in time when I became aware of the chewy, fruit flavored goodness of Mike and Ike -- but I can't. What I can tell you is the road to discovering these candies was a long and twisted one. Long before I ever tore open my first box of Mike and Ike, I enjoyed minor sugar induced fetishes with likes of Everlasting Gobstoppers, Shocktarts, Spree (and later Chewy Shocktarts and Chewy Spree), Skittles, Starburst, Swedish Fish, Gummi Bears, Jelli Bellies, and various other manners of teeth rotting succulence. But those were merely passing fancies once I stumbled upon the chewy fruit flavored candies known the world over as Mike and Ike.

Everyone knows that the original Mike and Ike are an assorted mish-mash of cherry, lemon, lime, and orange candies. Personally, I can't tell much difference between the flavors (they are very subtle) other than the colors. But I don't really care. I dig them primarily for their chewy texture rather than their flavor.

While Mike and Ike are pretty prevalent these days, there used to be a couple of other varietals on the market, namely Cher and Bubb (cherry and bubblegum), Lem and Mel (lemon and melon), and grape. Alas, these flavors are pretty hard to come by in this day and age, unless you stumble upon a crusticated corner market that still sells beer with pull-tabs. Of course finding these forgotten flavors in such a setting would be dubious; there would be no guarantee of their freshness factor (yes, although it is candy, it still goes bad and nobody wants to eat bad Mike and Ike -- trust me).

Hot Tamales, while outwardly not part of the Mike and Ike family, are made by the same company and are essentially the same type of chews, albeit loaded with hot, tangy cinnamon. Personally, I prefer HTs,  especially when coupled with a good beer. Beer and Hot Tamales?!  Seriously, grab yourself a nice amber ale (Red Tail or Sierra Nevada work best), pop a few HTs in your mouth and chew 'em up. Then take a slug of that crisp, cold amber nectar. Your mouth will be coated with the cinnamon and when the beer hits your taste buds, they'll sizzle a bit. The result is a swallow of ale tinted with cinnamon. It sounds weird, but it's hella tasty, believe me.

For those who like their Mike and Ike's with a different twist, the good folks at JustBorn have recently introduced a couple of new flavors: Orange 'n Cream and Strawberries 'n Cream. The latter is kinda nasty, but the O'nC ones are kinda tasty in a strange sorta way.

Chewy. Sweet. Tangy. What the hell else could you want from a candy?

*-- Spence D.* ∎

**For Men :: Gear Round-Up**

# CAR MP3 CD PLAYERS

First they were trapped on your hard drive. That was back when most people had never even heard of MP3. You know, the pre-Napster days. Then flash memory liberated them and let you carry your treasured little files around. MP3 CD players were a miracle. Roughly eleven hours of music on one disc? That's a no-brainer. And multi-gig hard drive players? Don't even get me started.

But we are a spoiled lot. We need every format everywhere. And eventually manufacturers started listening. I was actually very surprised when Kenwood introduced their eXcelon Z919, which was the first MP3 CD player on the market. Most of the big boys followed Kenwood's lead and got their own models on the runway.

These are the best of the best.



## FOSGATE RFX9000
**Rockford :: $350.00**

Rockford Fosgate enjoys a well-deserved reputation as one of the premier automotive A/V manufacturers. When it comes to car audio competitions, RF kicks ass and takes names routinely. Add to this pedigree a long list of features – CD-R/RW compatibility, ID3 tag support, a detachable face, etc. – and the most powerful amp of the lot and you have an amazing little box.
**http://formen.ign.com/news/19661.html**



## CDC-MP32
**Aiwa :: $350.00**

The CDC-MP32 is Aiwa's second-generation MP3 CD player. Despite adding a fair amount of features, including greatly improved disc recognition, Aiwa kept the price within reason. 24 watts RMS/50 peak x 4 channels, CD-R/RW support, CD changer controls, multi-stage bass boost… the MP32 even has a color LCD. All this and it has a clock. That's right, it keeps track of the passage of time.
**http://formen.ign.com/news/19661.html**



## EXCELON Z828
**Kenwood :: $650.00**

The Z828 is Kenwood's top-of-the-line player. Think of it as the Starship Enterprise of MP3 CD players. Besides the excellent layout and slick design, the Z828 has every feature under the sun: 22 watts RMS/47 peak x 4 channels, CD-R/RW support, ID3 tag display, high power front and rear preamp puts, a sophisticated tuner, satellite radio readiness, etc. Only the sticker shock stands in your way.
**http://formen.ign.com/news/19661.html**



## KD-SH99
**JVC :: $400.00**

While it's not the most affordable player in this roundup, the SH99 is a fantastic value. JVC packed this thing to the gills and cut no corners on the way there. For example, the front of the SH99 is made of aluminum, not textured plastic. Also, the folding mechanism is motorized. Of course, the unit reads both CD-R and RW, supports ID3 tags, has plenty of outputs, and delivers a respectable, if not thunderous, 19 WPC RMS.



## CDX-MP450X
**Sony :: $320.00**

I guess no collection of electronics would be complete without something from Sony. The 450X is the only MP3 device within their Xplod line of mobile electronics. Straightforward and affordable, the 450X is the cheapest way to get those files from your hard drive to your ride. All the standards and a wireless remote to boot.
**http://formen.ign.com/news/19661.html**

*– Mike Wiley* ∎

**FEATURE ::**

# mmmmminty!

## Because no one wants to make out with you when your breath is all stanky.

**S**ince Spence got all candy this month with his Mike and Ike fixation, I thought I'd hop along and get a little thematic action going, but let's focus more on the action than on the theme. Because while eating candy is fun and all, it's not necessarily going to help you get any action. When it comes to that, what's one of the most important things you can put in your mouth?

A mint, for that fresh clean taste girls love.

I'm sure you have wonderful oral hygiene. You brush, you floss, and you don't have any problems that give you halitosis. Even so, there's going to be a time when you're out, eating something stinky or drinking or smoking, and you find yourself inches away from a pair of willing lips. You don't want to offend, do you?

But mints are one of those things you probably don't give much thought to. A mint's a mint, right? Ixnay. There are all different flavors and intensities, just waiting to refresh or repulse. If you want to get tasting, you better taste good.

Not all mints are created equal. Some are spearmint, some wintergreen, some peppermint, and some even cinnamon. I find wintergreen to be mellow, almost sweet, in comparison to the other two mints. Peppermint, the Altoids flavor, is bracing, while spearmint (like Wrigley's) is the flavor you probably know best. If you don't know what cinnamon is, go get busy with a pack of Big Red.

Every kind of mint has a varying degree of strength. Some, especially when they come in gum form, lose their flavor after about three chews and end up tasting like whatever it was you just ate (which is usually not as pleasant the third and fourth time around). Others are so strong it's hard to keep them in your mouth from start to finish. For instance, even though it's gum, Spence D. reports that Everest is so strong it

practically bores a hole through your tongue. Useful for intense bad tastes and masochists, but the rest of us can stick with a more pleasurable experience.

Don't know what kind you like? Do a little taste test...with a partner. See which tastes the best in your mouth and in theirs. Chances are you'll like them all if you use that method, but at least no one will be complaining about that garlic you ate at lunch.
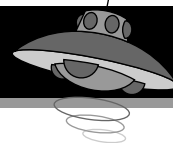
## The For Men Editors recommend:

**Leah** -- Smints, 'cos they work like a charm (although I'm also down with Wint-O-Green lifesavers)

**M Wiley** -- Altoids, because according to Spence, "they get you laid." [Ed. note: This has not been field tested, especially by Spence]

**Spence D.** -- Icebreakers

**Adam D.** -- Tic Tacs

*– Leah, IGN ForMen* ∎

Jason Bates

## This Month in Sci-Fi ::

I gotta tell ya, before taking this gig I wasn't much for conventions. I mean, I don't want to waste a beautiful Saturday afternoon trucking over to some badly-illuminated septic tank of a convention hall just to line up for an autograph from some fading has-been selling whatever tiny bit of dignity and self-respect they have left for $5 -- $10 with a picture.

But the San Diego Comic Convention is nothing like that. Sam Raimi, Matt Groening, John Carpenter, Joss Whedon -- these aren't your County Fair, B-list celebrities, and that's just the Hollywood contingent. Just about everyone from the world of comics who's not dead or British was there too -- Stan Lee, Chris Claremont, Grant Morrison, John Romita Sr., the list goes on and on. Throw in booths from Bandai toting Gundam and toy folk like Mattel showing off its new Masters of Universe line, a little X-Box and Marvel Comics gaming, and you're talking about a cross cultural mix of everything that's cool, and then some.

And unlike E3, which discourages the average Joe Kid, Comic-Con is actually open to the public. So if you haven't gone before, you should really think about heading out there next year.

For more Sci-Fi news and more, visit
http://scifi.ign.com.


SAN DIEGO COMIC CON HIGHLIGHTS

### Feature Story ::

### Also In This Issue ::

**Review :: The Chronicle**
Sci-Fi Channel's new summer series captures the wonders of tabloid journalism.
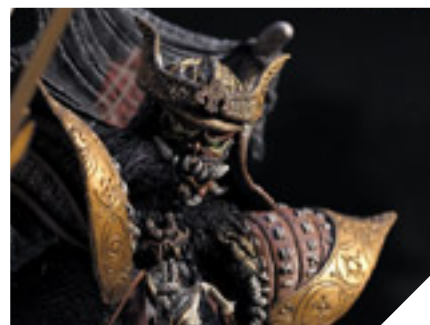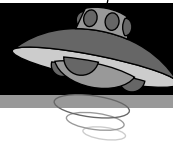


**Review :: Action Figures**
LEGO Bionicle and Samurai Spawn.

## Editor's Most Wanted ::

1 :: *Lord of the Rings* SE DVD

2 :: *JLA-Avengers* TPB

3 :: *The Simpsons* DVD collection

4 :: *Europa Universalis II*

5 :: *Akira* special edition

### Office Abuse ::
**Jason has the appalling misfortune to room with not just one but two Nintendo diehards – Matt Casamassina and Fran Mirabella III.**

# SAN DIEGO COMIC CON HIGHLIGHTS

by Jason Bates

## Where all the stars come out to play... collectible card games.

If you're reading this, then your faithful IGN Sci-Fi crew is alive and kicking. Yes, we've successfully survived an extended weekend into geek heaven (or hell, depending on your point of view); we have fought through swarms of autograph hounds, Klingons, and mobs of single guys tentatively orbiting Vampirella models; we've scoured the bargain bins for moldering issues of Dr. Strange comics to round out our collections of Silver Age psychedelia; we've sat through interminable costume contests, at least half of which were Sailor Moon lip synch dance numbers; aye, we have crawled through the veritable belly of the beast and listened to its staccato beat, the very heart of fanboy darkness... And we have returned.

### Sneak Peak at Spider-Man

Undoubtedly one of the highlights of this year's convention was a sneak peak at the upcoming *Spider-Man* movie, shown off by director Sam Raimi to a packed house of thousands of fans.

This was not the tiny trailer you may have seen in the movie theaters, rather this was a three or four minute slice from somewhere near the beginning of the film itself. While no special effects, web-swinging, or costumes were shown, we were treated to a look at Tobey Maguire as a shy, bumbling Peter Parker, nerding it up as his high school newspaper's photograph, along with Kirsten Dunst as a very red-haired and very attractive Mary Jane Watson.

They and a number of other high school students (including Peter's best pal, Norman Osborne), were shown touring a high-tech spider research facility as part of a school outing. Peter and Norman talk a bit, then Peter persuades Mary Jane to take a few pictures before she rejoins the rest of the group. Peter is left alone for a minute, and then... well, you can guess the rest.

The visual look of the movie was impressive and reminiscent of X-Men, from what little we saw of it anyway. It was similar to X-Men in that it had a similar, washed out gray look in the interiors, and was similar to it in that it seemed to be treating the characters and stories in the same kind of realistic, 'this is a real story' fashion with last summer's mutant blockbuster. This one should definitely be on your to-watch list.

### Matt Groening on Futurama and The Simpsons

One thing conventions are good for is showing all that stuff that hasn't made it onto the air yet, and Futurama creators Matt Groening and David X. Cohen did just that at the lively *Futurama* panel at this year's show.

First off, the crowd was treated to a never-seen-before episode, "A Tale of Two Santas." Written by Bill Odenkirk, the episode was deemed unsuitable by Fox for the show's 7 PM timeslot – it may be shown in a later slot sometime this year.

After the episode, Groening and Cohen were joined onstage by a whole host of animators and writers from the show. Though the show's premiere may be as late as December (to avoid being pre-empted as much as it was last season), the crew has a ton o' goodness coming up. There's an episode where our gang is hurled back in time and crash lands in Roswell in 1947, and Cohen said that they're currently trying to get nearly all of the living cast members of the original *Star Trek* to appear in another episode.

Also, there are those episodes left over from last year. In addition to "A Tale of Two Santas," Cohen noted that there's a second "Anthology of Interest" episode, which should air sometime this coming season. "One of the segments is Bender asking what life would be like if he were a human," said Cohen. "His behavior remains similar, but his body can't handle it."

Finally, the burning question on every fan's mind – where are those DVD sets?! Groening said they've done audio commentaries for every episode of both shows. He said to expect to see *Simpsons* season one in September, complete with "an unseen excerpt from the very first episode of *The Simpsons*, which almost killed the show because it was so bad." *Futurama* should follow around January.

### Kevin Smith on Black Cat

Acclaimed indie filmmaker and avowed comic book fan Kevin Smith surprised attendees at a Marvel Comics panel by popping in and revealing that he would create a comic book series based on the Black Cat for Marvel. You remember Black Cat – she had white hair, a black catsuit, hung around Peter Parker and the Spider-Man books for a while in the 80s...

"I'll try to make her less of a Marvel Universe Catwoman and a little more of something else," Smith said.

For a complete wrap-up of the 2001 Comic-Con, including coverage of Joss Whedon, Batman, lots more on Marvel, Image, Farscape, and all the wrest, visit http://scifi.ign.com/feature/7208.html. *– Jason Bates* ∎
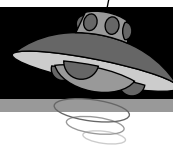
## Sci-Fi :: Review
# NEWS OF THE WEIRD

**Sci-Fi Channel's new summer series, The Chronicle, captures the wonders of tabloid journalism.**

In a typical scene in Sci-Fi Channel's new series, The Chronicle, ace-reporter-turned-tabloid-hack Tucker Burns confronts a small child who may just be the key to a story involving supernatural monster the Brooklyn Bloodsucker. Burns watches the child sketching demonically. The tension builds, the music grows eerie. The child holds up the picture. It is of Pokemon.

Eeeeeeeeeh!

Or, rather: heh. Such oddball humor is what marks The Chronicle as another promising piece of Sci-Fi Channel's strong line-up of original programming. The backstory goes thusly: Tucker dreams of New York Times-style glory, but has been blackballed from the ranks of elite journalism. He's resigned to taking a job at a sleazy tabloid, the kind that blasts such headlines as "There's a demon in my toilet!" As he investigates his first case, however, Tucker starts to realize that the stuff in The Chronicle is the stuff of real news. And that's when things get a little weird.

As Tucker, Chad Willett has a befuddled, likable sort of charm about him – the guy has a perpetually raised eyebrow. He's like a hairier version of Scully plopped down in the middle of a UFO convention. Such a role has the potential to be dull, but Willett handles it with style – he's the Mary Richards among kooks, the John Crichton among freaks. In other words, a normal guy with character and irony.

The rest of the cast, then, gets to be pleasurable weirdos, and they all handle their duties nicely. Among the stand-outs is Rena Sofer, last seen playing catty on Ed. Here, Rena plays Grace, a world weary type gal who's been abducted by aliens multiple times. She's lots of fun in the role – sort of a Lois Lane with a bizarro twist.

And, playing what's sure to be the break-out character, Curtis Armstrong (Booger from Revenge of the Nerds!) does very funny work as Pig Boy, The Chronicle's sniveling researcher. In fact, he provides the one moment that made me laugh out loud during the pilot: when Grace snaps at him, "Did you just grab my ass?!" he responds perfectly: "What do you expect, I'm a pig!" Heh. OK, I'm sold – where's my Pig Boy action figure?

Anyway, the monster-of-the-week thing could either get old fast, or could open the door to all kinds of insane, cool stories. Overall, though, The Chronicle is strong enough to stand with the rest of Sci-Fi's stuff, and there's loads of potential for it to development into a freakish, off-the-wall treat with plenty of good throwaway gags.

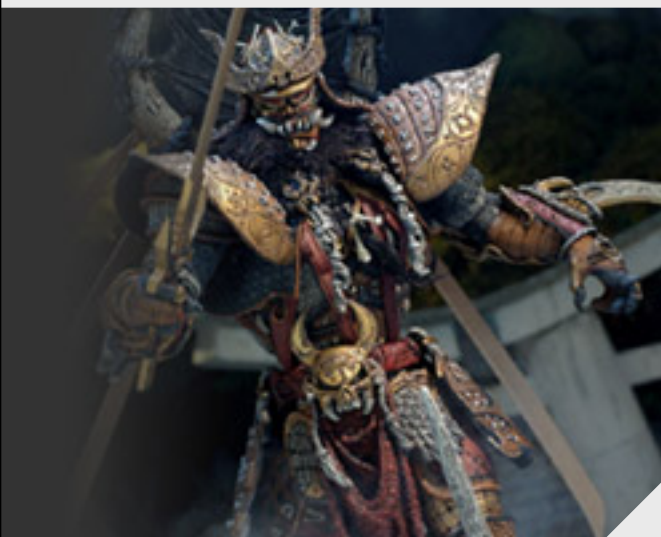Just so long as Pig Boy keeps getting the good lines...

*– Sarah Kuhn* ∎
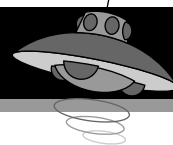
**sci-fi :: reviews**

Sci-Fi :: Review
# SAMURAI SPAWN ::
## Finally! A brilliant marriage of articulation and detail.



You can imagine my surprise when I took Samurai Spawn out of the package to find that he's articulated! And I don't mean he moves his arm a little or his head rotates. I mean he is fully articulated! Samurai Spawn has a full 360-degree rotating head and waist, while his arms have ball joints on the shoulders, rotators on the biceps and wrists, and joints at the elbows, and there are two more ball joints on each of the legs, for a grand total of fourteen points of articulation. I had to look at the packaging again...this is from McFarlane Toys?!

Yes, yes it is.

All right, but does all this articulation mean that the figure sacrifices its famed McFarlane detail? Heck no, true believers. This is one intricate-looking mean mother of a figure. Most of the armor is very well detailed but I especially love the Chinese dragon that makes up his right foot.

The bottom line is this is one of the best figures McFarlane's released in a long time, maybe one of their best ever. If Samurai Spawn was an experiment to see how much articulation can be put onto a figure without losing the detail and quality that have made McFarlane's Spawn figures the most eclectic and exciting in the business, then that experiment has to be considered a brilliant success  *-- Kip Merriweather* ∎

**Toy:** Samurai Spawn
**Line and Series:** Spawn: The Dark Ages
**Company:** McFarlane Toys
**Release Date:**  Available Now
**Price:** $15

Sci-Fi :: Review
# :: BIONICLE: ONUA
## LEGO enters the realm of action figures with Bionicle.



There's a whole complex backstory to Bionicle, LEGO's venture into the action figure world. The main figures are the warriors, called Toa. The Toa are worshipped by little guys called the Turaga, who live on an island called Mata Nui, and are forced to call on the Toa when they are attacked by evil monsters called the Makuta (also available at a Toys R Us near you). Are you getting all of this?

Plot aside, the Toa, at least, are neat action figures. I picked up Onua, the black Toa with the claws. True to action figure form, Onua, who has six ball joints once assembled, has his own action feature: turn the dial on his back, and he will wave his arms up and down. Also, three Toa can be combined to make one giant figure. According to the directions, only certain Toa can be used to combine with certain other Toa, but any LEGO fan knows it's a lot more fun to make a SuperFrankenToa.

LEGO is going all-out with Bionicle. It's got no less than three websites, there will be two videogames (for Game Boy Advance and PC), and there's currently a Bionicle van touring the US. It looks like the Toa are bent on world domination. That's cool with me; there are worse action figures to dominate the planet. The Corps, anyone? *-- Jason Clarke* ∎
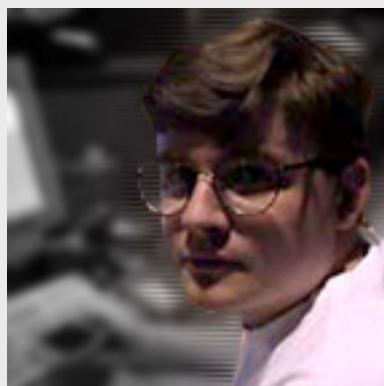
**Toy:** Onua
**Line and Series:** LEGO: Bionicle
**Company:** LEGO
**Release Date:**  Available Now
**Price:** $7

*codes / guides* :: *index*

## The Codes ::

Startopia (PC)
Max Payne (PC)
WDL: War Jetz (PS2)
ATV Offroad Fury (PS2)
Dark Angel (PS2)

**Jeremy Conrad**

## This Month in Codes ::

Hi ya folks. When we last met the IGN Codes and Guides editors were completely obsessed with the Game Boy Advance. I'm sad to say that we still are. Both the import versions of Mario Kart Super Circuit and Super Street Fighter 2X Revival are occupying a lot of time in my Game Boy Advance's cart slot.

As for regular console games, Gran Turismo 3 is currently residing in almost every editor's PS2, and NBA Street is just as popular ever. In fact, the entire office is eagerly awaiting the showdown between Chris "Sweet Pea" Carle and Fran "The Franchise" Mirabella XVII. Look for the results of this Godzilla vs. Mothra size matchup on IGNinsider. If neither of them chicken out, it may even be up by the time that you read this.

One of the big PS2 releases this month is the amazingly fun Klonoa 2: Lunatea's Veil. This colorful platformer features some very smart puzzles, so we have you covered in a mini-guide that walks you through the toughest of these puzzles as well as each boss in the game.

For more codes, guides, hookers & more, visit **http://codes.ign.com.**

# KLONOA 2
## Lunatea's Veil

## Featured Guide ::

**080** :: Klonoa 2: Lunatea's Veil
A 19 page "mini-guide" covering the most difficult parts of the game.

**Codes :: Startopia**
Spectrum effect, speed up the game and more...

**Codes :: WDL: War Jetz**
All the level passwords you could ever need...

## Editor's Most Wanted ::

1 :: Final Fantasy X (Import PS2)

2 :: Dead or Alive 3 (Xbox)

3 :: Metal Gear Solid 2 (PS2)

4 :: Blood Omen 2 (PS2)

5 :: Halo (Xbox)

## Office Abuse ::
Jeremy wanted to do a Mario Kart Advance guide for this issue. Chris said "No".

## Startopia (PC)

### Spectrum Effect
To enable a rainbow spectrum effect, press and hold F11 during gameplay, then type CLIVEROOLZ. This simulates the effect of an old ZXSpectrum computer.

### Speed Up the Game
To speed the game up, press and hold F11 during gameplay, then type RSHIFTSPEEDUP. Two messages will appear when typing. Once the cheat has been entered, press and hold the right shift key, then press ">" to make the game go faster. Press "<" to slow it down and "L" to return to the default speed.

### Turn on Scuzzer Cam Mode
To turn on this unique mode, press and hold F11 during gameplay, then type RSHIFTSCUZZERCAM. Two messages will appear when typing. Press Number Pad key 7 to cycle forward through the cams and 6 to cycle backward. Make sure the Num Lock is off when you do this.

## Max Payne (PC)

### Cheat List
When you start the game, use the -developer command line. Then, during gameplay, press F12 to bring up the console. Once it's there, type the following commands to get their corresponding effects:

- god: God Mode
- mortal: Turn off God Mode
- getallweapons: Get all weapons
- getinfiniteammo: Get infinite ammo
- noclip: No Clipping Mode
- noclip_off: Turn off No Clipping Mode
- getbullettime: Enable more bullet time
- coder: Debug Mode
- showfps: Display current framerate

## World Destruction League: War Jetz  (PS2)

### Level Passwords
Enter the following passwords to take you to the corresponding level.

- Panama 2: JBVKWNBBCBQM
- Panama 3: MDKKWYFTKBQM
- Australia 1: MHZKWTJMQBQM
- Australia 2: ZBCKXPBHNBQM
- Australia 2 ZBCKXPBHNBQM
- Australia 3 LDRKXYFZTBQM
- Thailand 1 ZHHKXJJTBBQM
- Thailand 2 TBPKYZBVHBQM
- Thailand 3 KFFPJRFNPBQN
- Rhine River 1 YJVPJCJGVBQN
- Rhine River 2 FCNPKXBVWBQN
- Rhine River 3 PGDPKGFPDBQN
- New York City 1 KKSPKRJHKBQN
- New York City 2 VBFKPLHBWZBQN
- New York City 3 WJYPLWFQGBQN
- Antarctica 1 CMPPLHJJNBQN
- Antarctica 2 RKFPMYBZHBQN
- Antarctica 3 GNVPMQFSNBQN
- San Francisco 1 TRLPMBJLVBQN
- San Francisco 2 SVMPNFBFVBQN
- San Francisco 3 RXDPNHFYDBQN
- Valhalla 1 XBXPNGKRKBQN
- Valhalla 2 LPXKVMCQZBQM
- Valhalla 3 QSMKVSGKHBQM

## ATV Offroad Fury (PS2)

### Unlock All Rides
Once you begin Pro Career mode, enter your name as CHACHING to unlock each and every ATV available in the game. Once you enter the code correctly, you'll be taken back to the main screen to enter your name properly. We suggest "Cheaty Mc-Cheaterton."

### Unlock All Tracks
To unlock all of the tracks in the game, enter the name "WHATEXIT" after selecting Pro-Career mode. The game will take you back to the main menu if you did this correctly and you can enter your real name.

## Dark Angel: Vampire Apocalypse (PS2)

### Tip: Bonus Dungeon Treasure
Every tenth level of a dungeon contains extra treasure. Make sure you search every corner of the dungeon for the rooms that contain lots of bonus chests. Inside, you will find tons of top-dollar gear, including lots of armor and high level weapons.
submitted by IGN Code

### Tip: Find Special Items
There are three special types of items that are found almost exclusively in their respective dungeons. These items are useful for trade, fulfilling donation quests or for purchasing certain kinds of weapons.
Power Gems can be found in the Lost City.
Ooze can be found in the Ancient Forest.
Necrystal can be found in the Necropolis.

### Tip: How to Use Reagents
There are three Reagents in the game, which will help Anna grow her abilities. These can be found in each of the three Dungeons in the realm. Once found, they can be taken to the reagent receptacles in each of the three towns.
In Westhaven, place a Potent Candle in the Tome of Knowledge to gain +1 Intellect. Potent Candles can be found in the Necropolis.
In Rygard, place a Life Seed in the Life Chalice to gain +1 Life Force. Life Seeds can be found in the Ancient Forest.
In Hom, place a piece of Power Ore in the Golden Statue to gain +1 Strength. Power Ore can be found in the Lost City.
submitted by IGN Codes

### Use Armor Wisely
Avoid wearing metal armor against enemies that have good electrical attacks (Undead). Instead, get a higher-level Leather armor to protect yourself. Don't even dream of going to the lower regions of the Necropolis wearing metallic armor (Plate or Chain).

## http://codes.ign.com

Be sure to check out IGN Codes for all the latest cheats and tips to help you get through the games!

# KLONOA 2
## Lunatea's Veil

# INTRODUCTION

The original Klonoa was one of the biggest cult hits on the original PlayStation. The game starred a floppy-eared dog on a bright, colorful, and extremely happy adventure. Now that the PS2 is out, Klonoa is returning in yet another super-happy trip through a colorful world.

As this is just a mini-guide for IGN Unplugged, we'll cover the most difficult parts of the game, namely the brain teaser puzzles that are scattered among each level and each of the different bosses that are in the game
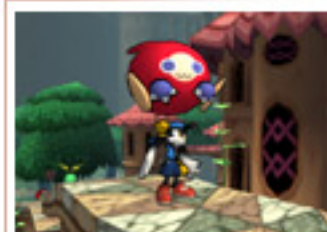
**namco**

**On To GAME BASICS**

# KLONOA 2
## Lunatea's Veil

## GAME BASICS

Although Klonoa 2 plays a lot like the original, not many people had the chance to play the first game, so the gameplay may come as a little unfamiliar to you. The game is a platformer on the surface, but Klonoa holds a little ring that allows him to grab enemies, inflate them like in Dig Dug, and use them for different things.

One of the most useful things you can do is use an enemy to perform a double jump. Once you have them captured, jump and then at the height of the jump tap the button again and Klonoa will launch himself off of the enemy and into the air. You can use that technique to reach out of the way areas.

The main form of enemy in the game goes by the name "Moo". These come in many different flavors including: Regular, Large, Flying, Armored, Shielded, Lancer, Spring, Armored Spring, Ghost, Large Ghost, Army, and Boarder. These little marshmallow-shaped happy enemies are joined by numerous others including:

• Boomies (small little bombs that look like dogs).
• Erbil (floating electric enemies that emit a giant shock when you use them to double jump).
• Likuri (enemies that can be charged up three time by being tossed into other enemies, and they are then used to destroy special crystals).
• Kiton (flat blue or yellow enemies that turn into a small helicopter when you grab them).
• Jetmo (a yellow and white enemy that lifts you high into the air).

There are more, of course, but those are the enemies that you'll be using the most in your quest to return happiness to the land.

Each stage has 150 little gems scattered about. If you collect all 150, you'll open up more images in the special image gallery.

Also in each stage are six stars. If you collect all six, you'll gain a doll that will appear on the R1 screen. Collect eight dolls to unlock the first hidden level, and all sixteen for the second.

Complete both hidden levels to unlock the Music Box sound test. The first hidden level gives you the first 27 tracks, while the second one gives you the remaining songs.

On To
WALKTHROUGH ▷

# KLONOA 2 Lunatea WALKTHROUGH

There are a total of 16 stages (called Visions) in Klonoa 2 (not counting the two hidden towers) and six bosses. In this section, we'll give you a walkthrough for each and every puzzle in the stages as well as any tricky parts that you may encounter.

## Vision 1 ::

There really aren't any puzzles in the first Vision, as the game wants to go kind of easy on you during your first attempt at it, but there are some hidden tricks in the level as well as some gameplay elements introduced.

### Egg in Background ::
Here is an example of how you sometimes have to toss an enemy into the background to reach an object. To open this egg, grab one of the Moo's and throw it into the background. Get used to doing this, as you'll have to do it quite a lot later in the game.



### Hidden Egg ::
Right after you crack open this egg another egg will pop up. Once again grab a nearby Moo and break it open.



### Level Complete ::
Here is the end of the level, and to exit you need to shoot the bell. To do it, press up in front of it and press the attack button. The Vision will end you'll be able to move on.



## Vision 2 ::

After being rescued, Klonoa move on to this stage, which is more difficult than the last and has some eggs and stars cleverly hidden away. You'll also encounter new enemies and learn how to do even more stuff that will help you out later in the game.

# KLONOA 2
## Lunatea
## WALKTHROUGH

### Hidden Egg ::

In order to collect this hidden egg, you need to first jump around where it appears in the image and collect the gems.



### Introducing Ow-Gow ::

The Ow-Gow is a large creature who waits in its cave for some poor person to walk by, then they jump out and try to eat them. To safely get by these, you need to toss a poor, defense-less Moo in front of the cave where you see its eyes. The Ow-Gow will jump out and eat the Moo instead of you.



### Pendulum Fun ::

If you want to finish this level, you somehow have to get past these large stone pillars. To break them down, grab a Moo and toss it at the pendulum that is swinging in the center of the area when it is between you and one of the pillars. The giant metal pole will swing and break down the pillar, giving you access to the end of the level.



### Boss 1 ::

The first boss in the game is a mechanical dragon where you have to run around and toss Moos into it's red baboon-like ass. cleverly hidden away. You'll also encounter new enemies and learn how to do even more stuff that will help you out later in the game.

# KLONOA 2 Lunatea WALKTHROUGH

### First Form ::
The boss has two life bars, and naturally you have to deplete the first one before the second one will appear. To do this, pick up each Moo and toss it to the orange/red area on the back of the beast. Repeat that over and over, and his second form will appear.



### Second Form ::
Once the first life bar is gone, his claws will drop down into your path and he will continue to rotate. Again you'll have to toss Moos into it's ass, but this time you just have to jump over each of the "hands" as they come into your path.

## Vision 3 ::

The third vision is the first boarding level. Occasionally Klonoa will have to go through one of these levels, and each time he will be going over a different surface. For this level, he will be boarding down water rapids similar to a flume ride at an amusement park. During the boarding levels, the screen is constantly moving and all you need to do is slow down, speed up, jump, and steer.

### Second to Last Star ::
This star is kind of easy to miss. It is in the last stretch of the level before the chase with the cat. To get it, grab one



### Final Star ::
The last star in the level is also tricky to get. It is at the very end of the wooden path before it turns to the left. Again, to get it grab one of the boarding Moos and use it to double jump up to it.



### Catch the Cat ::
The easiest way to snag the cat is to not jump around (as it will actually slow you down) but just stay as flat as you can and press forward. Once you get close, keep attacking at it and you'll eventually catch it, ending the level.

# KLONOA 2 Lunatea WALKTHROUGH

## Vision 4 ::

Its time to hit the amusement park, and you'll encounter the first real puzzles of the game. So lets not waste any more time and dive right on in.



### Hidden Star ::

The first star in the level is actually hidden in one of these shooting gallery eggs. Grab a nearby Moo and toss it at the far right egg on the top row.



### Puzzle Room #1 ::

Thankfully the game doesn't give you too difficult puzzles in this Vision, but they are a good introduction to what you'll find later in the adventure. In order to get through each of the proceeding rooms, you'll have to have all of the blue switches activated at once.

For this first room, first hit the lower right one, then jump to hit the upper right switch, and finally use the whirlwind to shoot yourself across the room to hit the final switch.



### Puzzle Room #2 ::

Once again, you'll have to hit all three switches at once to proceed to the next room:

1. Use the Kiton to fly up the hit the first switch.
2. Once you drop down hit the right switch.
3. Finally toss the Kiton across to the left switch.

### Puzzle Room #3 ::

This room is a little easier than the last two. First hit the large ghost Moo then grab the small one. Jump through the Whirlwind to the right ledge. Toss the Moo across to the high left switch, hit the one you are next to, then drop down and hit the lower switch.

# KLONOA 2
## Lunatea
### WALKTHROUGH



### Mini Boss ::
Once you get through the three puzzle rooms, you have to fight a very short mini-boss. To defeat him, use the Kiton to fly up and pop the three orbs surrounding his coffin.
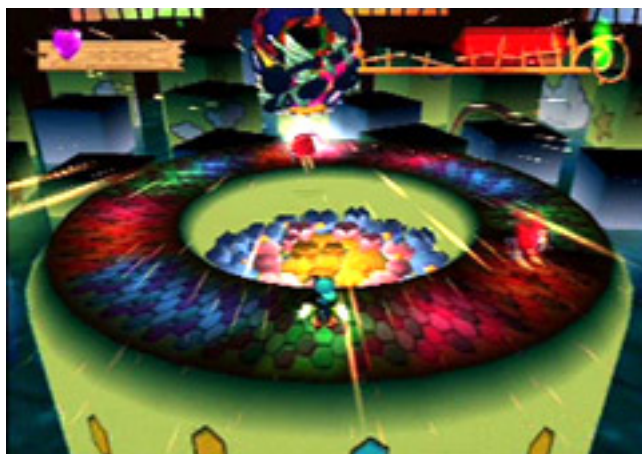


### Boss 2 ::
Your second boss encounter will be with this flower-monster. As with the previous boss in the game, he as two forms which must be defeated.



### First Form ::
The boss will appear in multiple forms. If you miss hitting one, a spotlight will hit the correct one. Then quickly grab a Moo and hit it. Repeat that pattern and the second form will appear.



### Second Form ::
For the second form, an armored cylinder will appear around the boss. Toss a Moo into it to knock it onto it's side, then get across from it and toss a Moo into the center of it as it spins.

# KLONOA 2 Lunatea WALKTHROUGH

## Vision 5 ::

This next stage has zero puzzles, and most things are right out in the open to find you. But since we want to at leas acknowledge each level in the game, it's being included here with one of the hard to get star pieces.



### Hard to Get Star ::
Right before you launch yourself above ground to the town under attack, you can get this star. Use the Amy Moo to reach the Erbil and then use the Erbil to break through the boxes to the left in order to reach the Star.



## Vision 6 ::

After travelling through the town under attack, Klonoa heads into a factory. This Vision introduces the Boomies, and the gameplay elements that they add to the mix.



### Blow Up the Rock Boomie ::
To get past these round rocks, you need to blow them up with a Boomie. Grab the one nearby and toss it towards the rock. Wait for the explosion then pass.



### Toss Boomie at Switch ::
In order to activate the switch in the background, and open the door in front of you, you need to grab the nearby Boomie and toss it at the switch.

*Continue Through* WALKTHROUGH ▷

# KLONOA 2 Lunatea

## WALKTHROUGH



### Mini Boss ::

This small boss surrounds you along with two Moos. To defeat it, grab a Moo and toss it as any Cat that you can see. Each time the Cat is hit, its life bar will go down a little. Repeat that until the feline is down.

### Boss 3 ::

The third boss in the game is a large red machine that hovers around the room. Its weak spot is the fan at the top, so you have to defeat it in the air.



### Defeating the Boss ::

Grab the small Moo, then use the spring to launch yourself into the air over the machine. Double jump to toss the Moo into the white fan to damage it. When the machine grows the row of wheels, do the same thing by grabbing the Moo, flying into the air, and shooting the enemy into the fan.

## Vision 7 ::



The seventh Vision in the game is actually a revisiting of the fifth. With the exception of some very minor differences in the layout, the level is almost the same as five. The big difference is when you get above the ground and head through the town, Boss #3 will be chasing after you all the way to the train tracks.

## Vision 8 ::

Level eight is where the puzzles really kick into gear. You need to activate three different generators to activate propellers that will power the giant ark. Each of the generators is guarded by a puzzle that you must first solve.

### Reactor #1 ::

Each of the reactors can only be activated by tossing a red Likuri inside of them. For this first one use the Likuri to double jump from the two spikers down below, then toss the blue Likuri over to the Moo while standing on the center platform.

### Reactor #3 ::

Once again you'll have to charge up a Likuri and turn it red to activate the reactor. To start, toss the Likuri at the bottom Moo and while it is consuming the enemy quickly use the floating globe to jump up to the center platform. Then throw the Likuri at the center Moo and again quickly jump up to the top platform while it is charging up. Finally, at the top toss the Likuri to the left Moo and then throw the fully charged up red Likuri into the reactor.

## Vision 9 ::

This is by far one of the most enjoyable levels in the game simply due to the music. It is another boarding level, but the cool part about it is that Klonoa is actually singing along to the music. There are naturally not any puzzles in this stage, but there are a couple things to take note of.

### Reactor #2 ::

First grab the Likuri and toss it at the far right and upper Moo. Then use the yellow Likuri and double jump onto the lower left Moo. Finally toss the blue Likuri at the center Moo and then toss the red Likuri into the reactor opening.

# KLONOA 2 Lunatea WALKTHROUGH

### Easy to Miss Star ::
This is one of the last couple stars in the vision, but it is actually kind of easy to get. Before you get near it, grab the boarding Moo and then use it to double jump over the gap to reach the star.



### Launcher to Gems ::
When you arrive to the darker area of the level, you can grab one of the flying Moos to double jump up to this launcher that leads to some hidden gems.



### Vision 10 ::

This topsy-turvy castle is a wonderland of sorts and is also the most puzzle-heavy vision in the entire game. Just to get through the vision you must solve puzzle after puzzle, which is what this guide is for.
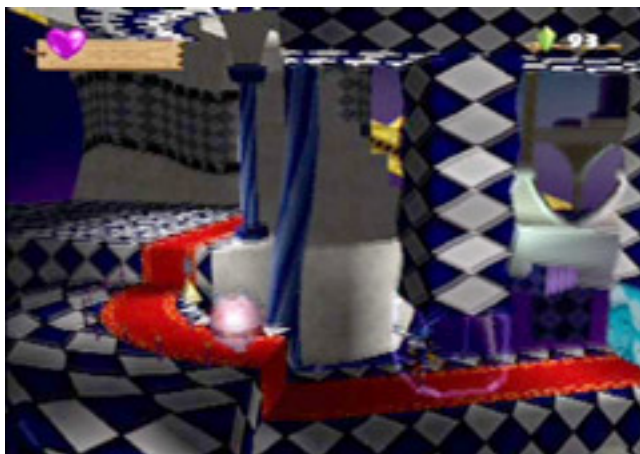


### Vanishing Blocks ::
The outline of the blocks in this area signify where you can make a block appear by shooting the yellow switch. Hit it once to make the first block vanish, then grab the Boombie, place it in front of the switch, then run through the block outline before the enemy explodes. Once it does, the first block will reappear and the second one will vanish, opening up the path to you ahead.



*Continue Through WALKTHROUGH*

# KLONOA 2 Lunatea
## WALKTHROUGH

### Using the Erbil ::
To get past the room with the three giant enemies in it, grab the Erbil from the previous room and go back inside. Flip the room by going through one of the doors, then double jump to shock and kill the center enemy, which unblocks a door.

### Round Room Puzzle ::
In this room you must once again manipulate a switch to remove and place the large blue blocks. Start off by grabbing the Boomie, then flip the room. Run over to the block switch and drop the Boomie next to it, then shoot the switch. Then quickly flip the room and run over to the Likuri and grab it before the Boomie makes the blocks reappear. Finally, toss the Likuri at the new Boomie that appears, and you'll have a yellow Likuri that you can use to destroy the crystal that is blocking the exit.

### Final Puzzle ::
The last puzzle in the vision is more tedious that actually hard. In the first image you'll see the round room that you will first arrive in and three doors with a Likuri, Boomiw, and Erbil on top of them.
   First go in to the door marked by the Boomie and grab the enemy. Then go into the Erbil room and use the Boomie to destroy the rock protecting the Erbil. Finally take the Erbil into the Likuri room and use it to break through the blocks, but don't grab the Likuri yet.
   With the path cleared, return to the Boomie room and grab him once again. Take it to the Likuri room and double jump up to the Likuri, then toss it at the Boomie. Take the yellow Likuri over to the Erbil room and charge it up so it is blue. You will then be able to destroy the blue crystal and move on.

### Boss #4 ::
This is the first of two bosses that you need to fight while boarding, and they are actually a little easier to defeat than normal bosses.

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### First Form ::

As you speed along behind the boss he will toss out square rings that cause you to speed up. What you need to do is go through enough to get fast enough to slam yourself into the boss over and over until it's life bar is gone.



### Second Form ::

Once you shatter the shell that covers the boss, he will continue to toss out the speed rings at you. The difference this time is that when you get close to him he will lay down some mini-boarding Moos. To defeat him this time, pick up a Moo and toss them at him.

## Vision 11 ::

Once again you'll have to travel through the caves that you did in Vision 2, only this time they are filled with poisonous air. You can heal yourself by standing in front of the glowing white statues, so if you see your air start to get low seek out a group of them pretty fast.



### Pendulum 2 ::

Just as in the first time you traveled through this vision, a giant pillar blocks your way past. Also as in your first visit here you need to use the pendulum to shatter it. To do this, grab the Likuri and toss it at the Moo. While it is charging, quickly use the orb to pull yourself over the ledge to the left. Then hop over onto the vanishing blocks and toss the yellow Likuri at the pendulum.

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![Klonoa 2 Lunatea Walkthrough logo]

## Vision 12 ::



Level twelve is actually a revisiting of the very first level in the game. The difference is that this time the trip through the vision takes place at night, and thus you can only see a few feet in front of you at any one time. Thankfully the game accommodates you by providing a new creature here to help you out.

Called the Floro, the creature is a little floating blue thing that will cause you to emit light whenever you shoot one. So every time you encounter a Floro in the level, just shoot them with your ring and you'll have enough light to maneuver yourself through this puzzle-free level.

## Vision 13 ::

After going through a pretty familiar level, it's time for another boarding level. This time Klonoa is speeding down a path of sand, and as with the previous boarding levels there aren't too many puzzles (naturally). However there are about three of the six stars that are kind of tricky to get and are easily missed.



**Easily Missed Star #1 ::**
This one is right after you encounter some boarding Moos early in the vision. Grab one of the Moos and then double jump while at the top of the slope.



**Easily Missed Star #2 ::**
To get this one, grab a Moo and then double jump up onto the ledge and follow them to the star.

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**Easily Missed Star #3** ::
Finally when the tornado is chasing you, use the Whirlwind to fling yourself into the star.

## Vision 14 ::

The repeating vision pattern continues with this level where you return to the giant flying ship where you previously had to activate three reactors. This time you must go to each reactor and blow them up.

Once you place the final charge that starts the explosive reaction, you need to quickly run out to the nearest door that leads outside.



**Reactor Puzzle #1** ::
First grab the Boomie and throw him into the group of flying Moos to clear the path. Then quickly jump back down and grab the second Boomie and use the spring to toss it into the reactor.
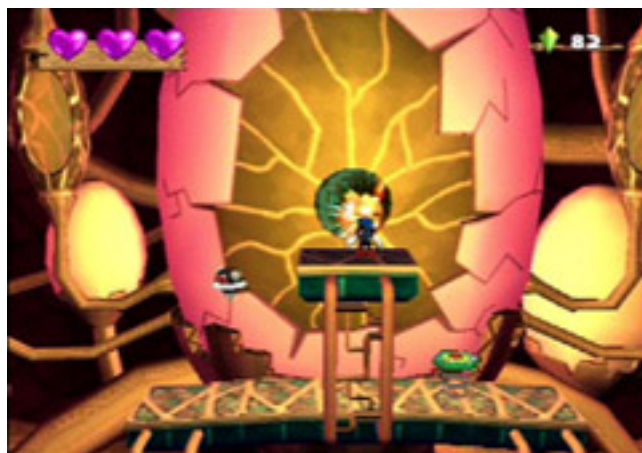


**Reactor Puzzle #2** ::
For this one you need to move the Boomie from below up past the two spinning spikes. First, grab the Boomie and toss it under the spike. Then pick it up and jump up to the center platform. Quickly run under the spike and use the spring to reach the high center platform where you can toss the Boomie into the reactor.

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### Tricky Likuri Puzzle ::

This puzzle is found in between the second and third reactors and it can be a little tricky, but here is how you do it:

1. First grab the Boomie and toss it to the right against the wall and under the Likuri.
2. Next grab the Likuri and toss it at the flying Moo in the window. As it is charging, run under the wall to your left and wait next to the second flying Moo.
3. Finally toss the Likuri at the last flying Moo, and while it is charging up run over to the Boomie. Double jump with the Likuri over the Boombie to form the red Likuri and reach the ledge above.

### Reactor Puzzle #3 ::

This puzzle is slightly easier than the last two, but you may take a little damage in it. Two smaller ones on each side protect the large Boomie in the center. You can pick up the smaller ones one by one to clear a safe path to the larger one, then you can jump and make your way up to the hole where you are supposed to deliver the bomb.

### Boss 5 ::

This is one of the longer boss battles in the game, and you'll be battling with a giant robotic bird. Once you defeat it, you'll only have two more levels until the final battle, so lets get started.
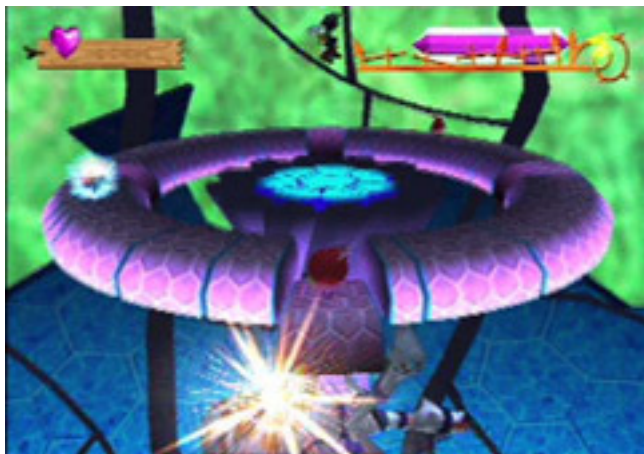
# KLONOA 2 Lunatea
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### First Form ::

The boss will start by hopping around the ring that you are standing on. To damage it, pick up one of the Erbils and double jump to shock its underside. Occasionally the boss will hover high in the air and charge up a powerful laser blast. When it does this, use the two Erbils that are under it to double jump up and damage it.



### Second Form ::

Once it has been damaged enough, the boss will begin to crawl along the underside of the ring. Grab a Moo and toss it at the white orb, which will turn it read and slow down the boss. Then when the boss is under one of the flashing square panels, double jump with a Moo to damage it.



### Third Form ::

The boss will then take on a third form that acts almost exactly like the first, only it will be black in color. Use the same tactics as on the first form to defeat it.

### Vision 15 ::

The second to last level in the game before the big boss fight at the end of the game features almost every gameplay trick in the book from the rest of the game. This includes switch puzzles, Likuri puzzles, and lots of platforming action.

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# KLONOA 2 Lunatea
## WALKTHROUGH
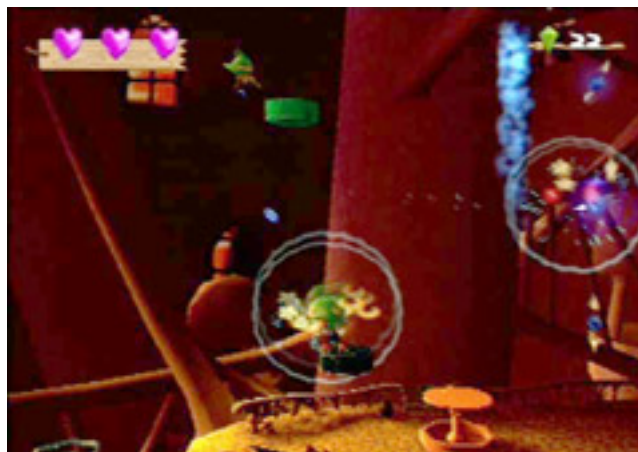
### Switch Puzzle ::
You'll run into this one early in the game. If you remember when you visited the amusement park and the blue switch puzzles that you encountered there, this one will be familiar to you.

You have three vanishing platforms and three flying Moos. Instead of trying to hit the switches from the bottom up, climb to the top and toss each Moo at the respective switch as soon as you grab hold of them and go from the top to the bottom.



### Tricky Likuri Puzzle ::
This is actually the second Likuri crystal in the stage, but the puzzle to get past it is one of the tougher ones in the game.

Grab the Likuri and double jump over the Moo under the Whirlwind so that the Likuri both hits the Moo and you get tossed into the Whirlwind while the two are combining. Then veer left out of the Whirlwind to grab onto the orb (again, this is all happening while the two enemies are charging up below), and pull yourself onto the high left ledge. Kill the enemy there with the yellow Likuri, then grab the flying Moo down below, and then you'll have the red Likuri to destroy the crystal.

### Vision 16 ::
Klonoa's final vision of the game is a trippy boarding level through a dark and eerily colorful level. The level is different than previous in that you are going down a paved surface, twisting tunnels, and very, very narrow paths.



### Easily Missed Ramp ::
In the second half of the level, right before you get to the very narrow path, you can veer sharply to the left to hit this spring that will lead you to a path with more gems and a launcher.

### Final Boss ::
After travelling through a bright and colorful world of visions, Klonoa has finally made it all the way to this, the final boss fight in the game. Like the previous boss that you defeated, this one has three forms, and the first one begins in a boarding area where Klonoa will be speeding down a blue tunnel chasing the boss.

# KLONOA 2 Lunatea

## WALKTHROUGH



### First Form ::
To defeat the first form, avoid the white crystals and grab the little floating "cyber" Moos. To defeat it, toss one of the enemies at him when he moves into your path.



### Second Form ::
After you get out of the tunnel you'll be in this giant room with the boss in a glowing orb in the center of the room. There will be two spiked balls on electric tethers, which you need to use to hit the small spheres on the outside of the large orange orb.

Shoot one of the balls, then pick it up. The orb will immediately start to spin very fast, and the spheres will emit light. Each one needs two or three hits from the ball to destroy, and once all of them are, the final form will appear.



### Third Form ::
The final form of the boss actually works exactly the same as the previous, except that the orb is now blue instead of orange. Once again grab the spiked ball and toss it at the little spheres. There are only a couple spheres this time, and each one again only needs a few hits to destroy.

Once the final strike has been blown, the ending sequence will play out and you'll be able to save your game. CongratulationsS, you've successfully completed Klonoa 2!

*-- Jeremy "Manabyte" Conrad* ■

## Issue #5 Parting Shots ::




### Adam and Leah ::

We'll miss you.

*With love...*



### ign insider Roundtable

*All ye members are called forth-with to readith the weekly grand debate-ist on thus exclusive ign insider!*

*"Peer, you ignorant slut..."*

*clicketh here*

### Unplugged's Special Thanks This Month ::

Thanks to Marty Smith (Keyop) for helping out with the Codes and DVD sections so that we could get this issue out on time with a minimal amount of violence. *– Scott Allen*